Ys
IX
MONSTRUM NOX

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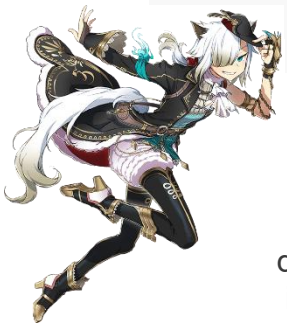
Character Info

Adol Christin / Crimson King: A peerless adventurer whose more than one-hundred travelogues document his journeys for future generations to discover. As a key suspect in the disappearance of the Romun Fleet on the Atlas Ocean, Adol was apprehended by Romun soldiers at the site of his next adventure: the Prison City of Balduq. While attempting to escape incarceration, he came across a mysterious woman with a gun, setting into motion his involvement in the strange happenings of the Prison City and its Monstrums.

Crimson Line: A Gift that allows one to warp to remote locations, leaving only a trail of dusky crimson in their wake. By transforming its user into a shadow, it is capable of transporting them through solid obstacles, such as rocks and iron walls. As an added bonus, Crimson Line knocks back and inflicts damage upon enemies caught in its direct path. Meter Exhaust: 10% on pre-determined point, 75% on enemies.



Krysha Pendleton, also known as **White Cat**, is the second daughter of the esteemed and affluent Pendleton family. A fainthearted and shy girl, Krysha lives in the shadow of her older sister, Carla, who has gained much repute as a remarkable businesswoman.

Heaven's Run: A Gift that allows one to run up vertical inclines almost effortlessly. Using Heaven's Run while exploring can help find new paths in dungeons and fields alike. It leaves glowing, yellow cats paws on the surface it is used on. Heaven's Run depletes 30% the Gift Meter for every second it is in use.

Credo Aiblinger, or **Hawk**, is introduced in *Ys IX: Monstrum Nox* as a violent Monstrum who randomly assaults people in the city streets in the name of "divine retribution". Not only does he have a bad habit of drinking, but he also loves getting into fights and looking for trouble. He is the least cooperative among the Monstrums. Even the other Monstrums are troubled by his behavior.

Hunter's Descent: Allows one to glide for an extended period of time on enormous wings of azure. Gliding from high altitudes can carry its user an impressive distance, greatly increasing their range of movement. It is utilized in battle to avoid enemy attacks and to launch sneak attacks on foes from high above. Meter exhaust: 20% per second.

Anemona Rijndael or **Doll** is a playable character in Ys IX: Monstrum Nox. She is a beautiful, doll-like Monstrum created by a leading craftsman. She has the ability to see invisible objects that other cannot see. For some reason, she wants to get in touch with the adventurer Adol Christin.

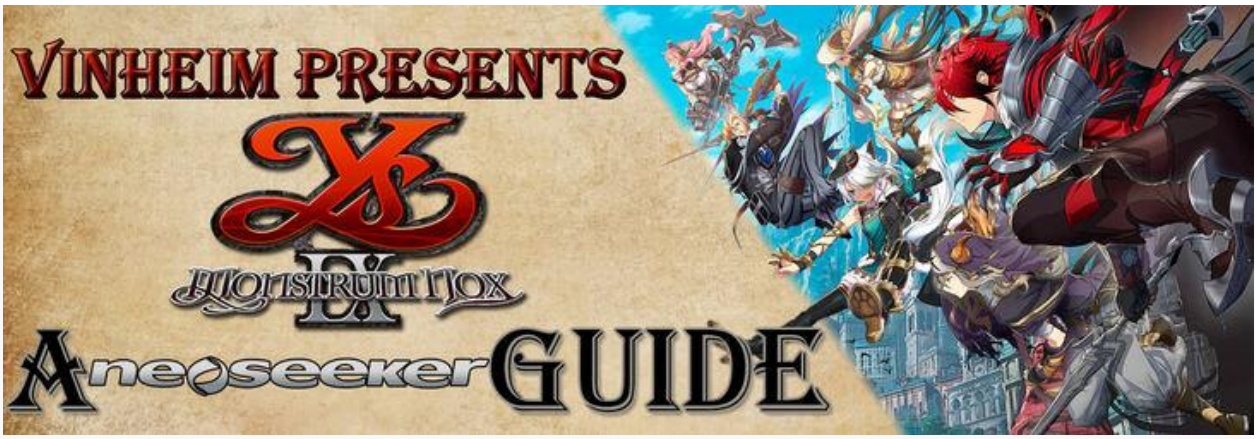
Third Eye: Allows one to temporarily visualize objects and phenomena normally unseen by the naked eye. In addition to revealing invisible foes during battle, Third Eye holds a great amount of utility while exploring, and can be used to locate hidden paths and treasure through walls. Meter exhaust: 2% per second.

Yufa Gamberg, also known as the **Raging Bull** is introduced in *Ys IX: Monstrum Nox* as the ever-energetic hostess and waitress of the Dandelion bar.

Valkyrie Hammer: A Gift that grants superhuman strength, allowing one to crumble boulders with a single blow. Pave new routes by using it to destroy makeshift walls or cracked masonry. Valkyrie Hammer is also capable of inflicting Break when used upon certain enemies, as well as recover SP.

Jules Noah or **Renegade** is a playable character in *Ys IX: Monstrum Nox*. He is named "Renegade" due to his strange, worn-out vestments. Due to his strong pessimism and reluctance to appear in public, only few people have managed to actually see him.

Shadow Dive: Allows one to plunge into the darkness and move about underground. Passages too low to enter normally can be traversed with Shadow Dive. Strike foes undetected from behind, or avoid particularly strong enemy attacks. Meter exhaust: 17.5% per second.



Welcome to our Ys 9: Monstrum Nox walkthrough guide. With this guide, you can expect a full walkthrough from start to finish, locations of all the Azure Petals, all Graffiti locations, every single chest, all the sidequests, and much more!

As an incredibly big fan of Falcom, I have a lot of love for both of their biggest series: Ys and Legend of Heroes. This game comes a couple years after the release of Ys VIII: Lacrimosa of Dana (which is my personal favorite) so playing another Ys game so soon is very exciting.

I'm not going to lie, I didn't know where this game was going to go with Adol being Adol, but not being Adol (yes, very confusing), and him being in prison, but it's the same Ys experience you've come to know and love. The game has a much darker tone than previous games in the series, but it doesn't lower the charm of its world and characters.

So follow me, as we play as Adol... and Crimson King and solve the mysteries plaguing Balduq, the Prison City.

Yours,
~ vinheim

What this guide will offer:

- Complete walkthrough for the game from start to finish.
- Location of each Azure Petal.
- Location of each Treasure Chest labelled in each section.
- Location of each sidequest in the game.
- Location of all other collectible.
- Boss strategy for each boss.
- And much, much more.

Controls

	Jump
	Switch Character
	Lock-on/off
	Attack
	Evade / Run / Flash Move (+ to use EXTRA Skill)
	n/a
	n/a
	Skill Trigger / Flash Guard (+ to use EXTRA Skill)
	Use characters' Gifts
	Reset Camera
	Main Menu
	Toggle Ally Behavior
	Message Log
	Item Menu
	Detailed Area Map
	Area Map (press for Region Map)

Balduq Prison Prologue

Welcome to Ys IX. After selecting the difficulty you're playing on (**NOTE THAT THE GUIDE IS WRITTEN WHILE PLAYING ON NORMAL**) you'll be asked to load any saved date you have from Lacrimosa of Dana and Memories of Celceta. Do so if you have any of them, but don't worry if you don't. You get a little bonus if you load them in.

- **Lacrimosa of Dana**: Old Seal Ring (STR/DEF +15, Crit. Rate +30%)
- **Memories of Celceta**: Celcetan Wreath (DEF +10, HP +200, Resist Curse)

Watch the scenes that play as Adol is trying to escape from prison.

We're immediately told how to move, examine and talk to people. Nice. We also immediately get a trophy for beginning the game!

To Freedom: Begin your escape from prison.

Seek a way out of the prison

As you gain control for the first time you'll have several soldiers looking for you on the floor below. Since we're beginning the game there's not much we can actually do right now.

NOTE: All directions will be based on your map.

Follow the hallways of the prison northwest towards the northwestern block and as you do you'll be told about **Objectives** , as well as the mini map and other markers.

You can now open up your mini map with and you'll see your is on teh northeastern side of the prison. You can also press to change floors. Don't worry about this for now as we won't be exploring any of these.

Move on to the next block where you'll see several cells on both sides with prisoners. You cannot talk to any of them but you can hear what they have to say. After that follow the path until you reach your , which are some stairs you should take down.

Down here the gate is locked as well, but if you look under the staircase you'll see a trapdoor. Take this to the next area.

As we go down we'll be in what looks like a warehouse/storageroom. We're also told about saving and loading, which is very important.

Go ahead and save your game. You might as well, right? Head south afterwards and look at the corner with the ⚠ to find a chest. Go ahead and open this up to find a **Short Sword**. Just what we needed.

You're told how to equip stuff as you pick it up. Go ahead and equip your newly acquired sword and we're ready to take out some badies. Move through the gate ahead and you'll find some monsters. What are monsters doing here in the prison?

Continue down the underground path

ENEMY	WEAK	ITEM DROP
Plutoad		Faint Drop, Thin Hide
Nooze		---
Ratoo	---	---

You'll immediately have to fight the only 3 enemies you'll find down here: a **Plutoad**, a **Ratoo**, and a **Nooze**. They all have really basic attacks (jumping, swing of the tail, etc) so go ahead and try out the controls while fighting them. Head west down the stairs to find some more enemies. Kill them as well and

continue west to the where a really important scene will play where we meet a really bizarre character that goes by the name of **Aprilis**.

During the scene she'll ask you a question. Answer however you want and afterwards... watch the scene as it continues and you'll see Adol's new outfit and name, the **Crimson King**.

During the scene you'll be taught **Gifts**... or at least Adol's, which is **Crimson Line**.

This is pretty nice as you can warp to any location with the mark by pressing . Note that it's not infinite as you have a yellow gauge that tells you how much you can use it.

Use Crimson Line to advance ahead

Once you regain control look west and you'll see the mark at the top of the wall. Go ahead and use your Monstrum gift, **Crimson Line**, to warp up there and continue west into the next room.

Another little scene will play where our sword will change appearance as well. Looks pretty neat I'm not going to lie. It changes from the Short Sword we picked up earlier to **Gothic Sword**. During the scene we'll also unlock the use of skills.

We cannot go south right now so continue west to find some more enemies. Use your only skill (**Demonic Pierce**) to attack and kill them...

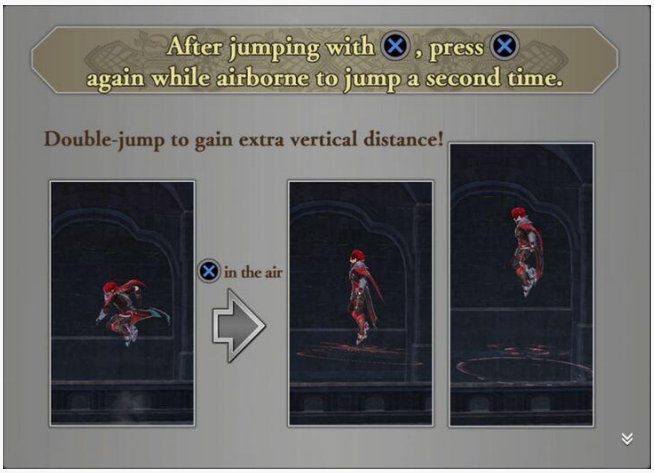
LEVEL UP SKILLS

It's important that you SPAM your skills while fighting. Your SP (blue gauge on the bottom right surrounding your skills) fills up by attacking and killing enemies and it fills up pretty quick. You get 1 Skill EXP per use and you need around 200 Skill EXP to level up just one skill and there are several levels per skill so you'll need a lot of EXP.

Don't be afraid of using them skills. There are accessories you can equip that drastically increase the EXP you get per use, but it's still a good idea to learn to spam your skills.

With that little note out of the way, head north across the pit and open up the chest on the other side for **Raisins x3**.

Continue down the path as you head further west until you're told about **Double-Jumping**. Yes, we've got double jump from the beginning of the game. That's nuts!



Use your double jump to get over the metal bars to reach the next room. As you enter you'll see a little stone disk on the ground. These heal you up completely and allow you to fast travel to them (not this one though) so make sure to touch them as soon as you see one.

In this room the path going northwest is unavailable so head south towards the to trigger a little scene and after you'll be in your very first boss fight... if you could call it that. The game marks him as a boss so we might as well do so ourselves.

<Wicked Toad of the Underdrain> MARETUDO

LEVEL	HP	STR	DEF	WEAK
4	1560	30	46	---

Maretudo (I keep writing Marutedo for some reason haha!) is an extremely simple first boss fight, as it should be since you're still basically getting used to the controls of the game and the amount of enemies we've gotten so far is pretty low.

As Maretudo's title says, he's a toad and as such you can expect attacks you can expect from a toad. He likes to jump and shoot his tongue out. These attack are very easy to avoid, especially the tongue attack if you stick to one of his sides. His other attack is one where he spits out a ball of gunk out of his mouth. When you see water coming out of his mouth prepare to dodge to a side once you see the water.

Other than that, an extremely simple fight. He very easy to break (the blue/yellow bar under his health at the top) which allows you to dead increased damage and gives you a lot more SP so you can spam your skills much easier.

- **Jump**: Jump and slams the ground with his torso. Dodge backwards when you see him jumping (mostly in the same spot) to avoid getting hit.
- **Tongue**: He shoots his tongue forward just like a toad would do. Stay to his side to completely avoid this attack or block it. You'll see he's about to shoot it when you see his head moves a little bit and tongue starts flapping in place.
- **Puke**: He spits out a ball that does some AOE damage and will hit you even if you touch the splash. This is very easy to dodge because you'll see him moving his head to face upwards and you'll start seeing water coming out of the mouth.

After the fight watch the scenes that follow as Adol throws himself off the bridge and into the water. This brings the Prologue to an end, giving you some beautiful cursive text and a trophy.

Adol, the Fugitive: Clear the prologue.

Chapter 1: The Monstrums of Balduq

The scenes from the Prologue transition us into Chapter 1. During the scenes Adol, alongside his trustworthy companion and friend Dogi, arrive to Balduq, the Prison City. Note that this is 10 days prior to the Prologue so a lot of things happen between now and then.

Inquire about the inspection

We are now playing as Adol, not as the Crimson King. Just what got us to the point where we were transformed into that king? You'll see! Speak to the people around here and once you want to proceed speak to the soldier in red to the north that has the marker.

You can only speak to people that have the **TALK** in a speech bubble above their head.

There seems to be a warrant for our arrest... what? It seems something's up after the events of the Isle of Seiren (these are the events during Ys VIII) and Atlas Ocean (events of Ys VI).

Anyways, watch the scenes that play out and we'll eventually be in prison, in solitary confinement and we get our inmate number 217. This cannot be right! Watch the scenes that play out, answer any questions that prompt however you want and we'll be taken to an Interrogator. I don't like her. Just like before, answer the questions however you want and soon enough we'll be back in our cell.

Search the prison cell

Not much we can examine in here. You can check out the door if you want but to continue you need to examine the bed where you'll hide the fork you got from the dinner. The scenes continue as we start talking to our neighboring inmate and soon afterwards we'll regain control.

Pick the lock and escape the prison

Examine the bed/pillow and you'll take out the fork. Examine the door afterwards and Adol will pick the lock, allowing him to escape and see who he has been talking to all this time. The scenes will continue AFTER we escaped when we were Crimson King and we'll see that everyone and everything is looking for us now.

Find a place to hide

We are now in the city itself at night time. You can't do anything here as of right now as we're still running away from the soldiers and guards, but you can talk to the couple of people here that have the TALK bubble over them, but once you're ready head southeast to the to see that the guards are closing in.

Go up the staircase directly in front of you and go in the building up here. This is an abandoned building with nothing going on inside. Head to the northern room where the is and approach the staircase on the right side to go down the stairs and hide.

Find a way to walk about safely

Once you regain control head downstairs and check the southern side of the basement to find a lone chest.

Open it to get **Red Scarf** and **Black Hair Dye**. This will completely change Adol's appearance for right now while we're in town.

If you have any DLC content like extra outfits or attachments this is the time to download them. Anyhow, head back upstairs and go outside. As we come outside we'll get some info about our Journal, which is one of the most important things you have in this game.

Thoroughly explore the town

Now that we can move around without being chased head west to the main street of the city and check your map. Your is to the north but you'll also see 2 chests . The chest closest to the abandoned building (eastern side) is unattainable, but cross the street to the west and open up the chest behind the house to find **Flour x5** inside.

With that head north to th e to find the town's **Notice Board**. You'll see that there are a lot of bounties, and one of them is for you. There will be some scenes that take place here and suddenly we're teleported into an unknown area where we are Crimson King once again. Just what is going on?

This place is the cursed land called **Grimwald Nox**. We also get to meet the other Monstrums: White Cat, Hawk, Doll (best girl), Raging Bull, and Renegade. With Crimson King, that makes us six Monstrums. The scenes continue and soon we'll be fighting some enemies.

If you've played Ys VIII: Lacrimosa of Dana then you should be familiar with these. These are just like the Raids from that game, but if you didn't play it, we're basically killing enemies as they appear and keeping them away from the large crystal we saw in the scenes, the **Sphene**.

We are in a place called **Charonian Valley** and we must keep the crystal safe from several waves of enemies. For now don't worry too much about anything besides killing enemies. Aprilis will explain everything in due time, but make sure the enemies don't get anywhere near the Sphene.

This is an incredibly easy fight despite the amount of enemies coming out of the portals, mostly because you have all of the Monstrums helping out and not just one or two. There are 3 types of enemies coming out of these: the small flying enemies called **Tarylux**, the little gargoyle-looking enemies called **Garguleo** and the large snake-type enemy called **Snerpent**. The first two types of enemies rarely attack you and will focus on getting close to the Sphene, while the larger enemies will swing their arms trying to hurt you or poking in front of them several times.

After the first wave of enemies is over, the final wave will start where we just have to kill one enemy, a cerberus-looking enemy called **Gevaudan**. It likes to lunge forward trying to bit everything and everyone in front of it so dodge to a side when you see him standing on his back feet. He can also shoot fire from his mouth so be prepared to dodge if you see blue fire gathering in his mouth.

He can spin and hit with its tail as well, but this attack will most likely not attack you unless you're midair. As you're fighting this guy some Tarylux will come out of the other portals and try to attack you or the Sphene. You can leave them to the other Monstrums while you focus on the big boy here. You'll get your points counted after wave is over and the scenes will continue where Aprilis will shoot her gun and cleanse the area. Afterwards we'll get our stage results.

During this screen we'll also get rewards based on our rank and obviously the higher the better. Also note that you'll also get all the rewards from the ranks under the one you got (getting rank S, for example, will get you the rewards from ranks S, A, B, C).

REWARDS				
	S-Rank	A-Rank	B-Rank	C-Rank
Normal	Marl Flower	Copper Ore x2	Aromatic Lumber x2	Small Leaf x2
First Time Rank	Life Elixir	Sweet Remedy x2	Black Fig	Iron Ore
First Time Clear	Tempest Elixir	Faint Drop	Thin Hide	Light Shell

Continue watching the scene and we'll be back in Balduq, still as Monstrums. The scenes will continue, we find Dogi and take him to the abandoned building and after some talk, the chapter will come to an end, netting us another trophy!

Monstrum Nox: Clear Chapter 1.

Chapter 2 – The White Cat's Melancholy

Balduq City Walkthrough

Once we regain control we'll be back inside the abandoned house. It seems Dogi will help us make this place as homey as possible. That'll be nice to see! Anyways, leave the building and we'll get some info about the map.

There are 2 of these maps, the **Region Map** and the **Area Map**. The Area Map is much more detailed and it's how you can see where all the collectibles are.

Try to leave town

We first need to go to the main gates and see if we can leave or not so let's do that. Remember that all of the directions I give you will be based on the map.

Before we do that, press to open up the Area Map and you'll see that we have 3 types of collectibles to collect: **Treasures**, **Petals**, and **Graffiti**. Chests appear on your Area Map as while Graffiti appear as blue **!**. Petals on the other hand look like this but they don't appear at all on the map so you have to find those on your own... I say on your own but of course I'll have them listed in the guide.

PETALS NOTE: I will **NOT** be listing the Petals throughout the main walkthrough unless they are in the way of what we're doing. I'll list you the page of the Petals during each of our sections where we're picking up collectibles.

Go ahead and go southeast from the abandoned building to find your first **Graffiti**. These are some scribbles on the walls or floor.

Now head to the main street and go north to find the **Balduq Visitor's Kiosk** on the right side where the is. Speak to the main in here called **Alex** and he'll ask you to look for **Landmarks** that you might find interesting.

You basically need to find landmarks throughout the game and record them by stepping on the circle of light near them. These are the on the map and once you record them their icon will change and you

can bring back your report to Alex. He'll give you rewards based on how many you bring him, which is pretty nice.

With that out of the way head south towards the main gates and a scene will play where the guards will leave. Try leaving town and some sort of barrier will block your way out.

A scene will play where a little girl bumps into you. She looks awfully familiar. We also get our next objective, head to **Pendleton Company** in the Central District just north of here. And if you didn't you, you'll be told that you can also dash around with L1.

Ask around at the Pendleton Company

After the scenes, check the wall west of your position behind the carriage to find yourself another **Graffiti**.

The alley nearby that leads to a is blocked by a guard so we cannot get it just yet, but if you go north to where a woman is air drying some sheets you can find the last **Graffiti** of this area on the wall.

If you go east to the black **?** and talk to the lady behind the table you'll find a shop, **Ihne's Wares**. She sells accessories, but everything is very expensive right now.

Anywho, head north north towards the bridge and you'll see a on your minimap. You cannot get it just now (that's 3 we cannot get) so cross the bridge and look right as you cross to find another shop, **Henri's Produce**. He seels ingredients like Apples and Potatoes, as well as Raisins that heal you. Not bad.

Notice the large staircase next to Henri. Before we go up go ahead and activate the **Relief Tile** across the street, then come back and up the staircase. Follow the path and keep an eye on your right (east) to find a hooded man in the alley (there's a black **?** on the minimap).

This man is the **Shady Dealer Maxim** and will sell you Key Items and Valuables you might have missed while playing the game, similar to the Pawn Shop in the **Trails of Cold Steel** series also from Falcom. He doesn't really sell much right now since we're starting the game, but he does let you get gloves by changing certain types of materials with him. We have nothing right now so there's not much we can do with him.

Do go past him in the alley and you'll reach a with **Expellant x2** inside.

Head back past Maxim and head north to find another shop at the very end, **Perry's Pub**. You're taught about **meals** and how they have various effects beneficial to the whole party.

Head west from here and you'll reach the main area of the **Central District**. Let's collect some things before we continue with the story. Head south as if you were going back to the bridge and keep an eye on the western side to find two people talking and a **Graffiti** on the wall behind them.

Head back north to the fountain and you'll see that it's the **Landmark Fountain Plaza**. Go ahead and record it.

From this fountain we can go to several places. Northwest of here is the but before you go to it head west-southwest down the large staircase and at the bottom you'll have 2 shops, one north and one south. The southern shop is **Rosalie's Prison Goods**. What a name! This place sells accessories as well like Shields and Bracelets. We are still poor so no buying for us.

Now go south and in to the alley behind the shop to find yourself another **Graffiti**.

Return and check out the northern shop is **Edouard's Bookstore**. Another shop that sells accessories. Keep these in mind because you'll be coming back later once you have money. From here head northwest, go into the building and down the stairs to the lower grounds. There's not much down here but a at the very end with **Black Fig x2**.

With the figs in hand, return to the Fountain Plaza and you can check the shop southeast of it called **Andelph's Armory**. The man is busy and won't sell you anything yet, but he will after we check out our . Directly east of the Fountain Plaza is a shop we can actually buy from right now, **Le Bistro Blanc**. Well, we don't have money to buy anything yet haha, but you could if you had.

Now, from the Fountain Plaza you can see the large cathedral to the north of us. Before you go in go behind it and you'll find an on top of the barrels. This is what they looks like.

Now, next to this Azure Petal you can see on your minimap there's a **Graffiti** right next to it. It's on top of the ledge and it seems impossible to get right now since you can't get up to the ledge even if you're jumping off the barrels and boxes here, but if you go west past the Graffiti you'll find several barrels.

Use these to get up the ledge and get that **Graffiti**.

Continue following the back alley west and you'll eventually come to a staircase going up and back east. Go up the staircase and stick to the right to find a next to the house with **Potato x5** inside.

Let's go get another chest. Head directly northwest of this chest past the tree with the ...

... and go in between the houses to find your chest with **White Nut x2** inside.

One last thing before we proceed! Return to the Fountain Plaza and go north into the cathedral. There's not much you can do in here besides speak to **Sister Mel** . You can donate food to her.

With that exit the cathedral and check the little alley west of the entrance to find a chest behind the wagon with **Apple x5**.

And with that we can **FINALLY** go inside Pendleton Company to trigger some scenes. The girl we bumped into (or that bumped into us) is here! Speak to Riche when you regain control to have the scenes continue. It seems this girl Carla knows who we are and offers us a proposal: we find her thief and she'll help us into Balduq Prison.

She tells us to investigate Shantytown. She'll mark it on the map but don't worry, it's not as easy as you may think to get there. We need to head to the Agricultural District and make our way through the sewers to Shantytown. It's gonna be a long treck to Shantytown I can assure you that!

She'll also give us 1000G to spend on equipment (how nice of her), as well as **Marl Flower**, **Glossy Leaf**, and **Faint Drop x2** to make ourselves some medicine.

Check stores for supplies

Now that we know what to do go ahead and check out the store in here. They also sell accessories and some very good ones at that. Don't spend the money you just got here. Leave Pendleton Company and remember the weapon/armor shop we couldn't buy from before? It's marked with a southeast of the Fountain Plaza.

Once here speak to the man and you'll get a little tutorial about purchasing and enhancing weapons. Although normally purchasing new weapons give you better stats, enhancing equipment is a great way to upgrade your weapons if you don't have the money to purchase new equipment. You'll obviously need the materials to upgrade though. Right here though you can either purchase the Broadsword from the man or upgrade your Gothic Sword. Personally I purchased the Broadsword but feel free to do whichever you want. Also purchase some Leather Armor (sell something if you don't have enough).

After this we need to head south back to the **Main Gate District** and check the northwestern building to find the **Orielle Clinic**.

Speak to the man outside, **Doctor Eric**, and he'll tell you about making medicine. He'll make it for us if we bring him the materials needed. Do note that we also need **Empty Bottles** to store the medicine. He's kind enough to give us our first one so we can have some medicine on us. Note that these bottles are reusable so you'll get an Empty Bottle everytime you use medicine.

Go ahead and brew a **Heal Potion** since you got the ingredients from Carla. It costs 160 to brew it so seel something if you spent all your money buying weapons and armor.

Head to the underpass

Once ready open up your map and look east to find your in a darkened area. This is the Agricultural District. Head east from here and you'll enter the district. Go down the slope and as you start heading south look east over the fence and you'll find an on the roof of the shack.

Right underneath you is a with **Flour x5** inside.

From here go south and you'll find a **Relief Tile**. Activate it and in front of it is a farm with horses and cows where you can find an .

From here go to the southwestern corner of the district where you'll find a under the tent with **Potato x5**.

Now head directly east and you'll find some buildings (past the gate to the south). In between these 2 buildings you can find a chest behind the logs with **Glossy Leaf x2** inside.

Go north from the chest and you'll be able to find the only **Graffiti** in this district. There's also a shop here if you talk to the woman called **Susie's Wholesale**. With that all said and done, head to the to the north and you're taught about using your Gift to cross the river. You can use it even here in Balduq, which is pretty nice.

Go ahead and cross the river but before you approach the go west to find another **Graffiti**.

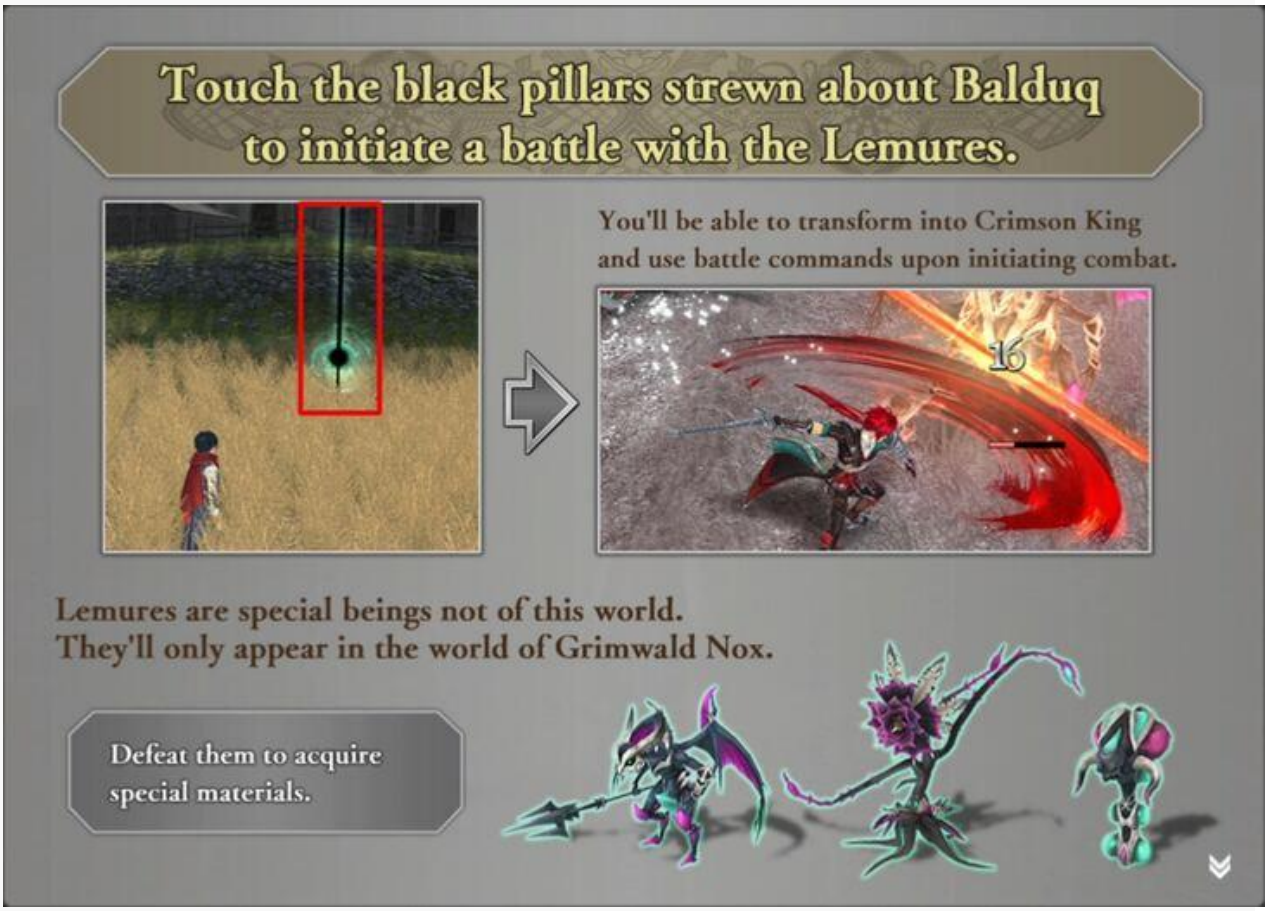
Approach the entrance now and a scene will play. It seems we cannot go further... but White Cat appears and it seems she can. She tells us to go to the Agricultural District and find out how to get through the barrier. We just came from there. Did we miss something?

Find a way to dispel the barrier

Use your Gift to go back across the river and you'll see there's one of those black portals in the middle of the district. Approach it and a little scene will play where everything will go black and white and monsters will appear, the same ones that appeared during our time in Grimwald Nox.

Adol will transform into Crimson King and best girl also makes an appearance to help us out, Doll. It seems these enemies are called **Lemures** and nobody can see them except us. Go ahead and take them out and you'll learn a new skill, **Rising Slash**.

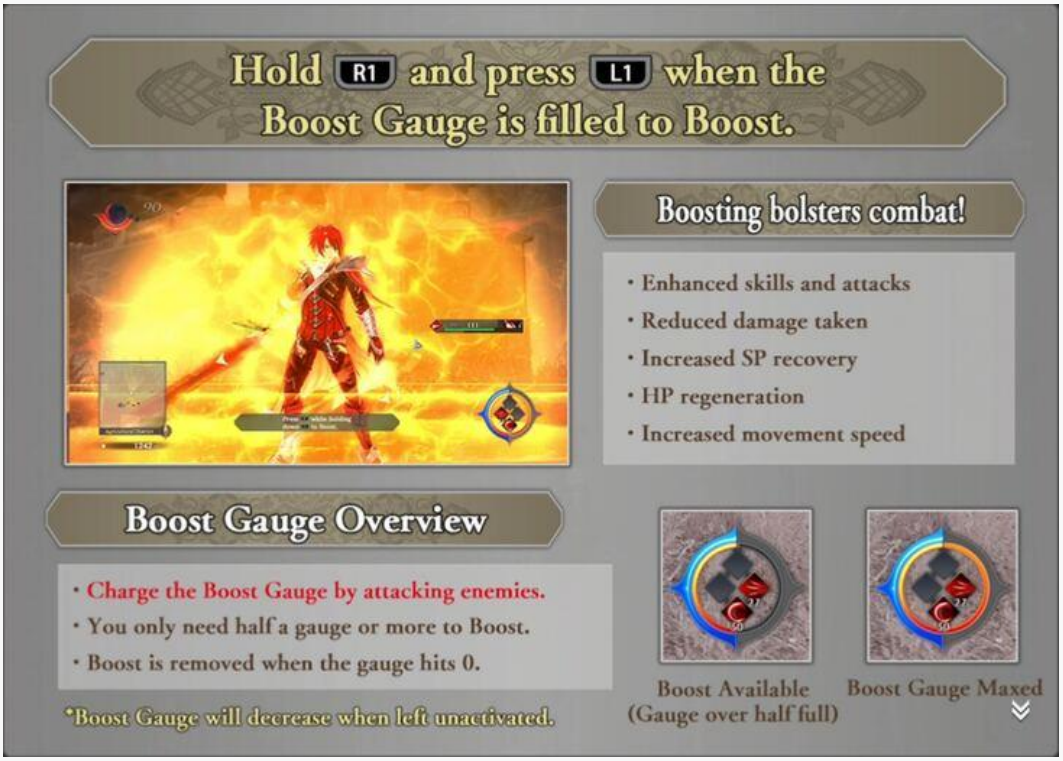
Go ahead and equip it as you're shown and Doll will tell us that there are more of these black pillars and we need to take care of them all. She'll stick with us but we cannot control her in battle just yet. I loved her during the Demo!



Defeat all of the Lemures

Open up your map and you'll see 3 , each one is a black pillar. Approach them and you'll start a fight with more Lemures. Easy fights! During one of them you'll be told about **Battle Bonuses**, which are pretty sweet if you manage to pull them off. You're also told that you can recover HP automatically by standing still. It doesn't work in dungeons unless you've found a special artifact that allows you to do so.

During the final fight against the Lemures you're taught about **Boosting**, a state that drastically increases your power, SP and HP recovery and whatnot. You enter Boost State by pressing L1 while holding R1.

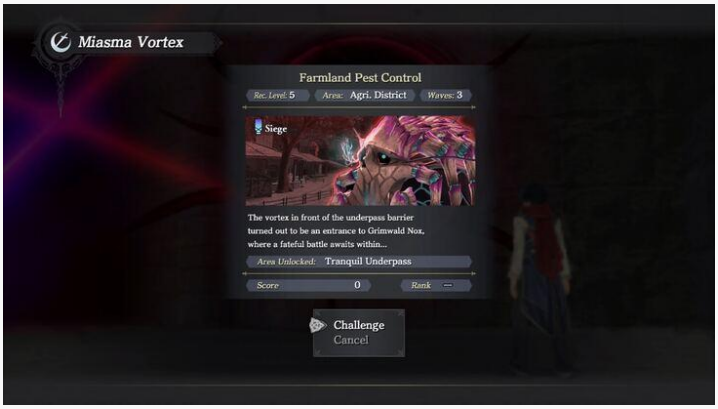


There are more larger enemies during this fight, but boosting will make them disappear in a couple of hits. Yeah, boosting is quite nice!

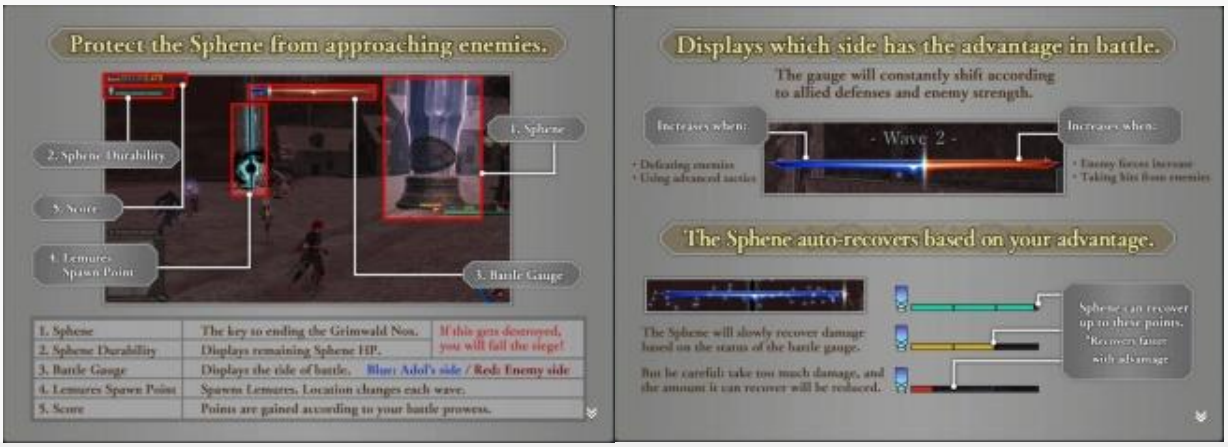
After the fight there will be a little scene with Doll where we get to know her a little bit better and during it we'll see a large red/black orb in front of the entrance to Shantytown. It's a **miasma vortex** and one of the entryways into Grimwald Nox.

DIspel the miasma vortex

Head on over to the entrance now and examine the Miasma Vortex. We'll get a little screen where it shows us the info we need about the **Siege**.



This is just like the previous one where we had to protect the Sphene. A scene plays as we accept the **Siege** where everyone will be gathered and we now need to protect the Sphene that's located in the Agricultural District. Continue watching the scenes and you'll eventually learn about what all the gauges and whatnot that appear on the screen are for.

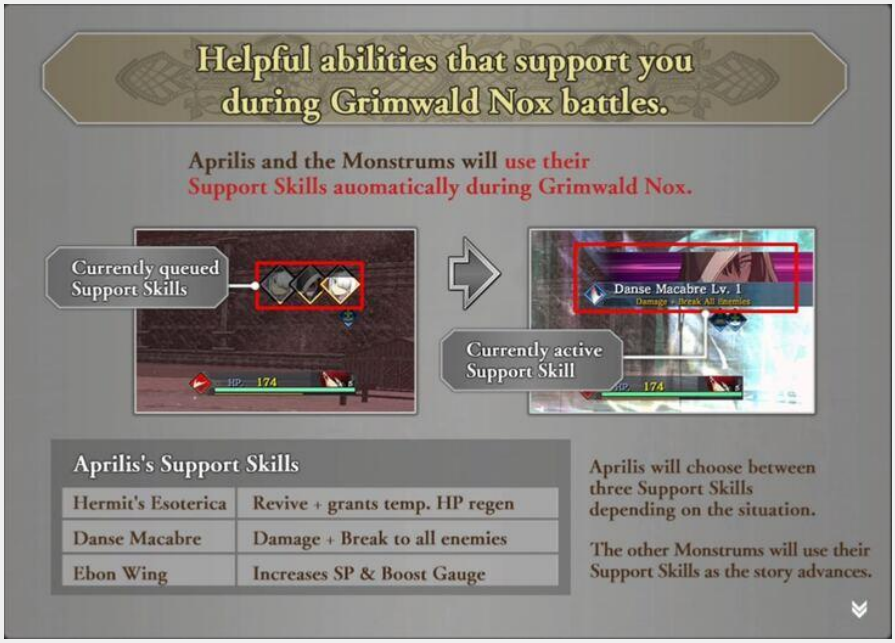


Farmland Pest Control

It is time to protect the Sphene!

Just like before, there will be several waves of enemies (3 this time) that spawn from black pillars and try to make their way to the Sphene. The first wave consists of the same Lemures you've been fighting so far so you shouldn't be surprised as what's coming out. What I can say however, is that you should be locking onto enemies with △ so that you know where they are coming from because once you kill all the enemies from a black pillar you'll have no idea where the next one is coming from.

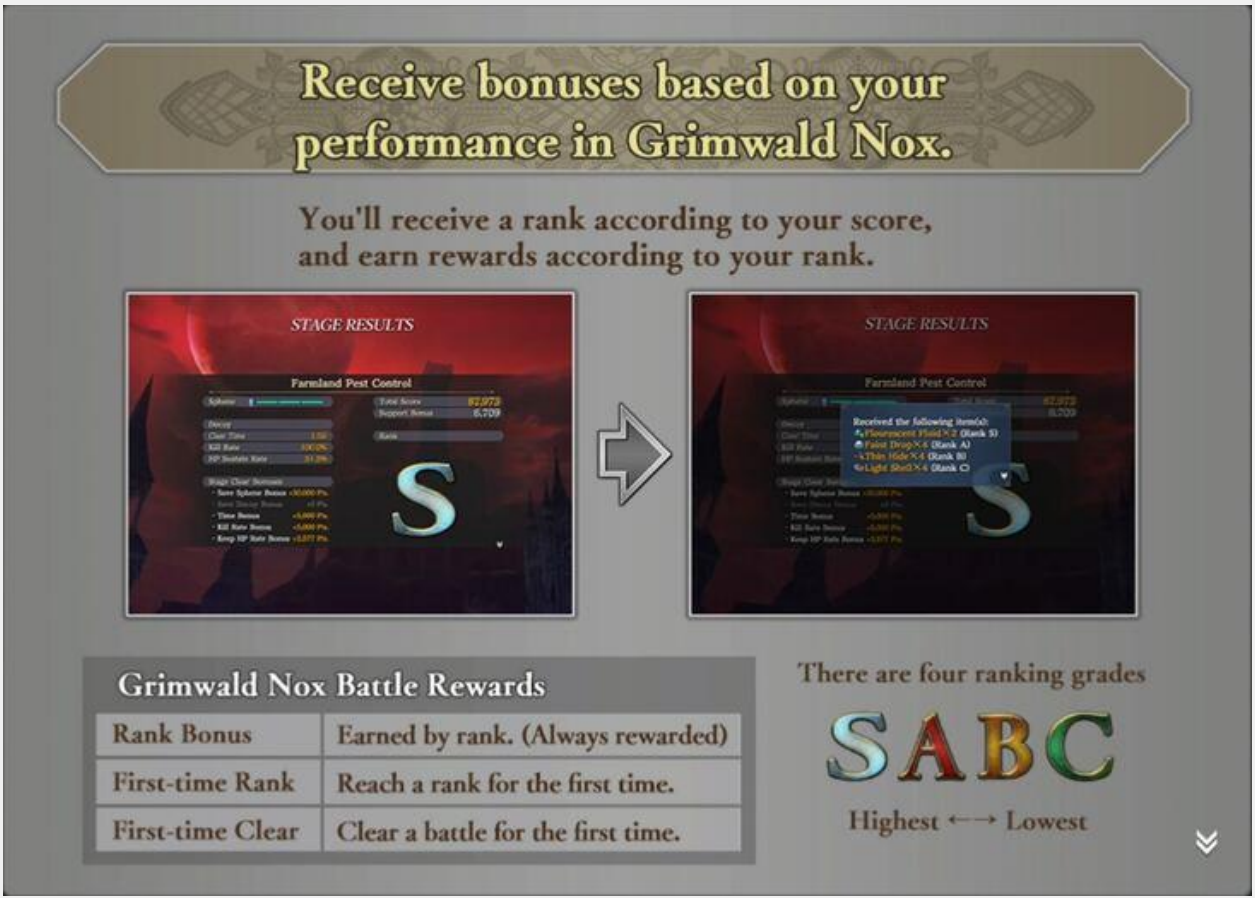
At the start of the second wave of attack you'll be told about **Support Skills**.



Three black pillars will appear and enemies will be coming out of them, one group at a time. It's not hard but you'll want to be extremely careful because there's a black pillar right next to the Sphene so you'll want to keep an eye on it at all times and avoid any unnecessary damage. You also get many more larger enemies than the smaller ones and these don't really move fast, but even so keep your eye on that Sphene.

For the final wave we'll be fighting the "lord of the night". This is a large slug-like Lemure that has a gigantic face called **Grosporte**. Don't let it's looks or face intimidate you, it'll do down in a couple of hits. It's the perfect opportunity to boost so you can get rid of it ASAP.

Once you get rid of it you'll complete the siege where you're told about **Result Bonuses**.



REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Flourescent Fluid x2	Faint Drop x4	Thin Hide x4	Light Shell x4
First Time Rank	Defense Elixir	White Nut x2	Razor Claw x4	Iron Ore x2

First Time Clear	Barghest Talisman	Copper Ore x2	Aromatic Lumber x2	Small Leaf x2

Once the siege is over we'll be back in the city and the barrier blocking the entrance will disappear. Nice. Doll will now leave us and we can proceed.

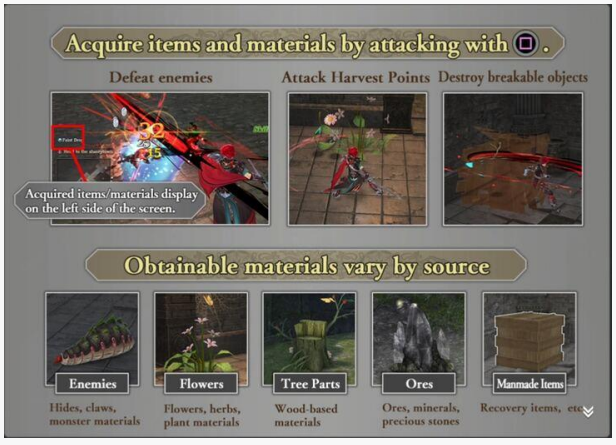
Tranquil Underpass Walkthrough

ENEMY	WEAK	ITEM DROP
Moorgarth		Light Shell, Thin Hide
Anxigas		Faint Drop, Thin Hide

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Marl Flower, Small Leaf
TREE STUMPS	Aromatic Lumber
BREAKABLE OBJECTS	Copper Ore, Raisins, Light Shell, Faint Drop

Head to the shantytown

As soon as we enter we're told about items and materials. There spots called Harvest Points that allow us to gather materials that are used for a whole plethora of things, from upgrading gear to making potions. It's very important to farm these as you go so you don't have to do a whole lot of grinding later if you need medicine and whatnot.



Proceed into the first room and activate the **Relief Tile** here. There will be some Moorgarth enemies here as well so take them out and you'll see your first Harvest Point here as well. Hit it to get some materials and proceed deeper into the underpass.

You'll reach a larger room with some of those red grappling points that you can move to by using your Gift. You can go ahead and use them to see there are 2 locked doors, one to the northeast and one to the southwest. To open them up drop to the bottom floor where you'll find some breakable objects, as well as **2 levers** you can pull.

Each one of these levers open up a door so pull them both, go to the entrance and grapple to the northeastern passage to find a at the end with **Leather Necklace**.

Now cross the room and start going southwest to find some more enmeies including a new one called **Anxigas**. These guys shoot bubbles at you but they're not difficult at all. They can knock you down if they hit you with their bubbles so try and take care of them first.

Continue southwest, grapple to the top of the wall and check the corner to find a with **Copper Ore x4**. There are several enemies up here so be careful.

Continue northwest from here to find yourself another room filled with enemies and a couple of Harvest Points. Up ahead you'll reach a **Relief Tile** and a room you drop down into. Doing so will start a Boss Fight.

<Raucous Winged Monarch> GEELZEBUB

LEVEL	HP	STR	DEF	WEAK
6	1790	54	148	---

Remember the first boss of the game, Maretudo? This fight is extremely similar to that one in which it feels like it's more of a tutorial boss. At the very start of the fight we're told about **EXTRA Skills**, which we activate while boosting and we activate them the same way we activate boosting.

It is very important to note that the power of the EXTRA Skill doesn't change whether you use it while the boost gauge is full or when it's almost empty. You always want to use this when your boost gauge is about to run out.

Other than that, the boss has only 2 attacks that are basically the same as Maretudo's: Jump and Puke. Jump is practically the same, but his Puke is a bit more powerful as he now shoots out three balls instead of just one. You can also see it's pink tube/mouth inflate when he's about to shoot it.

And, although it's not an attack, there will be endless amounts of Moorgarth enemies dropping down from the ceiling, making this fight a bit more of a hassle.

Being that this boss if airborne a lot of the time, you should be using your grapple to get up close and personal to Geelzebub and perform some aerial combos to keep the damage going. Remember to use your skills as much as you can as well to end this fight in a minute or so.

- **Jump**: Jump and slams the ground with his torso. Dodge backwards when you see him jumping (mostly in the same spot) to avoid getting hit.
- **Puke**: He spits out 3 balls that do some AOE damage and will hit you even if you touch the splash. This is very easy to dodge because you'll see him moving his head and you'll start seeing water coming out of the mouth. The balls of spit can cover a wide area in front of him so try sticking close so you can dodge to one of his sides as the attack happens.

After the fight go northeast to find the exit. **DON'T LEAVE JUST YET**. Head southeast from the exit to find a at the end with **Raisins x2**.

Pick it up, open up the gate to create a shortcut (which I don't think you'll ever need) and now return and leave the area.

Shantytown

Speak to the shantytown residents

We have arrived at Shantytown. No wonder nobody used the underpass! Anyways, we are now in search of information. Note that there's a whole slew of collectibles in this district, but without movement we cannot grab them all right now. Actually we can barely get any of them, but that will not stop us, right?

From the entrance we can go up the stairs to our right. Taking these stairs will show you an that's on top of the Tranquil Underpass entrance.

There's also a door/entrance here that takes you to higher ground. We cannot do much up here right now so ignore it and head back down. Follow the street and check the little fountain on your right to find your first resident you need to talk to, **Old Man Rahm**.

After talking to him continue down the path going east and you'll eventually get to an old lady (Mikayla) talking to a young kid (Nick). To the south of them is an and if you look south of it you can see an entrance. This is another dungeon and we'll be going in in about an hour or so so remember this place!

Anyways, continue following the path and as it curves north keep an eye on the right side because there's a you can get with **Marl Flower x2** inside.

Jump back down and speak to the man sitting at the table. This is our third resident. It seems this man is using all the money he gets on alcohol and gambling. A horrible combination. There's also a shop here called **Nirvana** that sells food.

Head north now and just as you pass the building where the Nirvana shop is look at the ground to find yourself a **Graffiti**. This one is a little bit different because we'll be fighting some Lemures. Yes, they pop out of nowhere here.

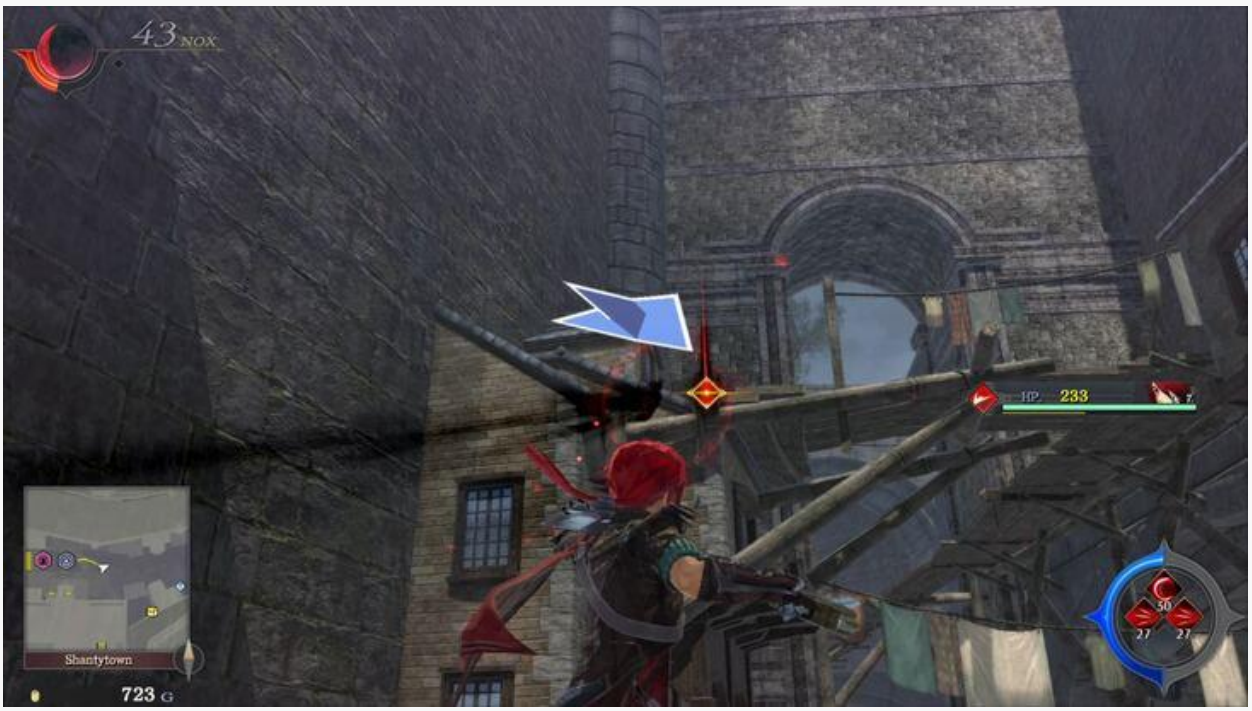
Go ahead and kill them and before you continue going north, return to the other side of the building where the shop is and you'll see a black pillar appeared. It seems the Graffiti triggered this black pillar. Touch it and kill the Lemures that appear (still very simple enemies). This will teach you about **Arcae**, which are special chests called Arca. What the game doesn't tell you is that these chests are random. You are not guaranteed to get one of them after fighting Lemures.

With this done head to the end of the road to the northeast where you'll see a ton of people gathered and White Cat on a ledge above them. Watch the scene that plays where we see White Cat giving the money tons of money. Could it be her the one that stole the money? The scenes takes us back to Carla where we tell her what we saw. There was somebody eavesdropping on us.

Find the source of the noise

Once you regain control exit the room and go up the staircase in here. At the top go out the door and you'll see White Cat running away. Adol will chase her automatically until you get back to Shantytown. We start right outside the Tranquil Underpass and, unlike before, we'll now run across the upper area of Shantytown.

When you regain control you'll see we have a blue arrow in front of us. This is to help us locate White Cat. Quickly look up to find several points you can warp to.



Warp up here and start running over the wooden platforms. You **HAVE** to warp to the nearest points as you see them so you can keep up with that. If you have the option of running or warping, warp as much as you can so you can pass her. You need to get to the central pillar (on top of the Nirvana shop) and if you do you'll catch her. If you're here when White Cat gets here you'll have the scenes continue.

So it seems that Krysha IS White Cat. We kinda saw that coming, right? Watch the pretty messed up scenes (what ungrateful asshats these guys are!) and we'll be back with Carla. She'll now tell us about the entrance to the prison, which is actually located in Shantytown.

Head to Cloaca Maxima

Once the scenes are over, we need to head to Cloaca Maxima. This is the place we saw in Shantytown, near the old lady and the kid. Remember the place from before? Note that you are now able to use Adol's Gift to move across the town and get to higher ground like roofs and whatnot, but don't explore just yet.

As you leave Pendleton Company's building, open up your map and look directly east. Do you see the pink hexagon just past the cathedral? That's the entrance to Tranquil Underpass and the entrance to Shantytown itself. Head on over there and a little scene will play where Krysha will catch up to us and ask to join us. Nice! Krysha aka White Cat will join our party and we'll gain the ability to use her Gift as well, **Heaven's Run**. You don't have to have Krysha as the party leader to use her Gift, or Adol as party leader to warp around.

BLACK PILLARS: You'll start spotting black pillars appearing throughout the city. These are optional to do and it's a great way to fight Lemures and getting Arcae.

With that done, Cloaca Maxima is just east of the entrance of Shantytown, marked with a , but we saw it when we were previously here. If you don't want/need help collecting , , and Graffitis then go ahead and head to the Cloaca Maxima page (liked below). If you want to go get everything then go ahead to the next page, or click the link below as well. The choice is yours!

- Collectathon w/White Cat
- Cloaca Maxima

Before we go in, make sure to talk to the little girl nearby to start the sidequest Little Girl's Plea. Make sure to complete it before entering/completing Cloaca Maxima.

Collectathon w/White Cat

I'm going to split this page per district and we're going to go collect everything we can from the 4 districts we've been to (Main Gates, Central, Agricultural, and Shantytown). Use the little Table of Contents above to head the more easily.

Central District

Azure Petals: Click **HERE** if you want the locations.

With White Cat in our party we can now run up walls, as long as our Gift gauge isn't empty. This whole page will be dedicated to the collecting of and Graffiti that we couldn't get before, even a couple of if they're in the way.

Start by going to the entrance of the cathedral and you'll see a next to the entrance. Run up and you'll find your red on a balcony up here with **Warlord Elixir** inside. Use it right away as it increases your max SP by +5.

Now, run to the very top of the cathedral, and I mean TO THE TOP. You'll reach the , which is the **Landmark Balduq Cathedral Spire**.

Now, behind the cathedral you can find another with **Sweet Remedy** inside on top of a wooden platform.

If you head to the building northwest of the Pendleton Company building you can find a **Graffiti**.

From here head west to find a , this one has **Life Elixir** inside of it.

Let's head on over to the southeastern side of the district where the entrance to Tranquil Underpass is. You see the **Graffiti** icon on your map? Run up the side of the wall to the very top (I recommend you run up the side of the we previously opened. This is our last Graffiti of the district!

This is it for this district. We're just missing one . Next up is the Main Gates.

Main Gates

Azure Petals: Click **HERE** if you want the locations.

We missed so much in this district since we couldn't really do much, but we're getting almost everything right now!

Head to the top of the **Balduq Visitor's Kiosk** where you report in the landmarks to get the with **Raisins x2** inside.

For another , go to the bridge that takes you north to the Central District and jump off the western side of it to find your with **1000 Gold**.

And that's it, besides the . You can go inside the abandoned building and introduce Krysha to Dogi. Besides that, not much else is going on. Next up, the Agricultural District.

Agricultural District

Azure Petals: Click **HERE** if you want the locations.

This is a short one because we're barely missing things. Start by going south to the large gate and run to the ledge above the gate itself to find a with **Strength Elixir**.

And this is it! Besides the (link above) that's it for the Agricultural District. Next up, Shantytown!

Shantytown

Azure Petals: Click **HERE** if you want the locations.

This place is weird because it's a small area but there are so many collectibles. From the start of the area, you can find a just a couple steps east of the entrance on a ledge quite high with **Defense Elixir** inside.

Go east from here to find a **Graffiti** on the wall.

Follow the wooden platforms east and you'll eventually reach another almost on top of the with **Apple x5**.

Continue following the wooden platforms until you reach the central pillar, right on top of the Nirvana shop. Check the eastern side of the area to find yourself another **Graffiti**.

With this, move to the end of Shantytown (to where White Cat was throwing money) and you can find a in the corner with **Expellant x2**.

Now go southeast across the area to find the last **Graffiti**.

POWER UP: Reading this Graffiti will power up Krysha, giving her STR+3 and DEF+3. Pretty nice!

Cloaca Maxima

ENEMY	WEAK	ITEM DROP
Anxigas		Faint Drop, Thin Hide
Plutoad		Faint Drop, Thin Hide, Dark Drop
Cuhanni		Sturdy Shell, Razor Claw, White Meat

HARVEST POINT	MATERIALS GATHERED
TREE STUMPS	Aromatic Lumber, Small Leaf
ORE DEPOSITS	Copper Ore
BREAKABLE OBJECTS	Small Leaf, Copper Ore, Raisins, Light Shell, Thin Hide, Faint Drop

Welcome to the officially first dungeon, **Cloaca Maxima**. If you played the demo, then this is one of the dungeons of it.

As you enter, move ahead and run up the wall to trigger the little scene that introduces the dungeon itself. Duing which, you'll be told about switching characters and enemy weaknesses.

Traverse through Cloaca Maxima

With that information in hand, notice that Adol is a (Slash) character and Krysha is a (Strike) character. Move ahead and you'll find a new enemy, the **Cuhanni**. You'll want Krysha to attack it to take advantage of its weakness. Be careful because this enemy has an attack in which it creates a lightning field all around it so when you see it charging stop attacking and get away.

After them head west to be attacked by several Plutoad. Note that we'll be in the waterways right here, but BE careful. You can run around in the areas with water, but if you look over the short fence here you'll see that you can fall down the hole (with water). This is the same as a bottomless pit.

Run up the wall where the two torches are and up here you'll find an Anxigas. Kill it and drop down the western ledge. Down here you can look north to find a on top of the platform with **300 Gold**. There are also several enemies here so be careful. Make sure to check those Harvest Points as well for materials.

Return up the platform, go up the stairs and we need to cross the little bridge south where a pair of Anxigas and Plutoad are waiting. Kill them and **STOP**. Look up at the southern wall to find a hole in the wall. Run up here to find a with **White Nut x2**.

Drop back down and go west down the stairs to find another Cuhanni. Have Krysha kill it and **STOP** once again. You'll notice that there are 2 more torches that indicate that we have to run up that wall. Run up the wall, kill the enemies and look northeast. You'll be able to see a on top of the stone arch. Run up the southern wall to get up there and open it up for a **Black Fig x2**.

Return and head north past the pit and kill the enemies over here. As the path goes northwest, look east to find a red at the end of the platform with **Star Grimoire** inside of it.

Make sure to read this Grimoire as it teaches Krysha the skill **Shooting Star**, which is a very nice skill. You can now proceed northwest to the next part of the dungeon.

In this next room you'll have a hole on the ground. Before you jump down jump on the stone rafters that you see here (where the point to warp is) and look north to find a hole in the wall that you can go through for another , this one with **Shield Earring**.

Return to the rafters, drop down and continue northwest towards the where you'll find a **Relief Tile** and once you drop down you'll have a Boss Fight.

<Seething Pincer Beast> GLEMANDY

LEVEL	HP	STR	DEF	WEAK
9	3790	74	99	---

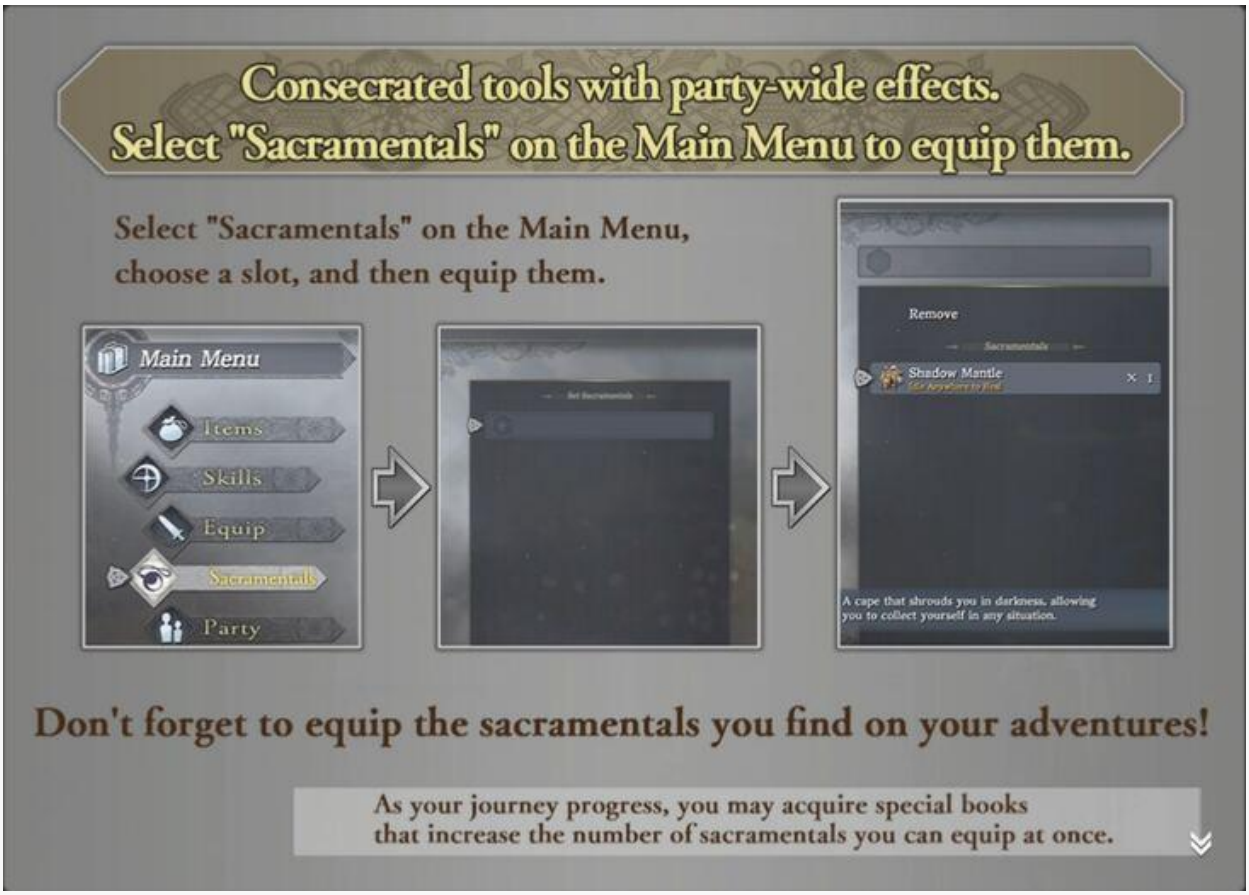
It's our first boss with 2 party members so this should be substantially easier. The boss acts pretty similarly to the previous boss and it only has a handful of attacks. When you're close to him he'll perform his Stab n Slash attack which uses his front arms to attack.

Being that he's on four legs, he'll be charging a lot, trying to bite you in the process. His bite attack isn't that dangerous as you can see from a mile away when the attack is coming, but his charge attack can be quite dangerous as it's pretty dangerous.

The best thing to do in this fight is to stick as close to the boss as you can so you can prevent him from using his charge attack. You can bait his bite and block/dodge it and pummel him with your EXTRA Skill. If he jumps or tries to get away, warp to him as Adol and stick to him like glue. Also, have Krysha be on the offensive side so she can help you do tons of damage.

- **Stab n Slash**: When you're close to him he'll either stab with his right arm or slash with his left arm. These are really easy to perfect guard and dodge.
- **Bite**: He stands on his back feet, open his mouth and charge trying to bite you. This is very easy to predict as the attack takes like a second and something to happen. You can dodge to a side really easily or guard against it.
- **Charge**: Similar to the previous attack, only that he jumps away from you and immediately starts charging at you. He moves constantly and can even turn if you dodge to a side so your best bet will be a perfect guard/dodge to avoid any unnecessary damage.

After the fight you'll get the **Shadow Mantle**, our very first **Sacramental**.



This one allows us to heal in dungeons while standing still. Neat!

Once the fight is over, equip that Shadow Mantle and you'll see there's a right in front of you through the door. **BEFORE** you get it run up the wall on the northwestern side of this arena and you'll get on a balcony.

Go in the room past it and you'll find the **Landmark Stream of Soothing Light** .

Also make sure to grab the in here for a **Rise Potion**. This is a 2-in-1 because once you use the Potion you'll have an extra bottle.

With that return to the arena and go get that we saw before for some **Sweet Remedy x3**.

Follow the path past the chest and you'll reach a bigger area. Drop down to your left (northeast) and follow the path east. At the very end run up the northern wall and go through the hole on top to reach a room with a that has **Blade Ring** in it.

Go back down and look north to find several stone platforms across the bottomless pit. You need to double-jump across these platforms to reach a with **600 Gold** inside.

Return to where you first dropped down (right after the boss arena) and you'll find another near the with **Razor Claw x2** inside.

Head south now to the to trigger a little scene. Afterwards you'll be taught about Flash Move and Flash Guard (a little late for that!).

After that **STOP**! Before you move note that there are enemies past the gate in front of you. Notice that there's also a smaller gate to the right of it. Look above this smaller gate to find a hole in the wall. This hole has a inside with **300 Gold**.

Return, kill the enemies past the gate, and go up the stairs. Kill the Anxigas up here and look right from the torch in front of you to find a hole in the wall you can go drop down into for another , this one with **Marl Flower x2** in it.

Return and go down the stairs to the northwest. Kill all the Anxigas and the Cuhanni here and look over the southeastern edge to see some Harvest Points near the waterway. Jump down to harvest them and if you look northwest you'll see there are some wooden planks on the water. Use these to cross the water and look in the 2 little rooms down here to find 4 Harvest points in each room.

Once you've gathered from all 8 return and go back to the upper platform where you dropped from (to keep things easy). From here you'll see we have a little room to our northeast and another one to the southwest. Approach the southwestern room and you'll see that a appears on your minimap. To get it go to the northeastern room (where there are 2 boxes) and have Adol warp up there. From up here make your way across the rafters to reach the that has **Warrior Seal** in it just waiting for you.

This accessory gives you +1 Skill EXP with every use, basically doubling the EXP you gain. Great way to start leveling up your skills. It only affects the character that has it equipped so keep that in mind.

Drop down and kill all the enemies here then grab yet another on your left, this one with **Copper Ore x4**.

Above this last chest is a warp point for Adol. Use it to get up to the rafters here and grab yet ANOTHER , this one with **Panacea**.

Drop down and cross the northeastern bridge. Kill the enemies and wrap around the wall and you'll see a chest at the very end that has **Black Fig x2**.

Nearby is a **Relief Tile**. Use it and you know what that means! Go inside the arena and prepare for a boss fight!

<Draconic Sledge-Magus> DRAGIA HAMAN

LEVEL	HP	STR	DEF	WEAK
11	6770	113	834	---

Ok, this is THE boss of Cloaca Maxima. Dragia Haman is a boss that, despite his looks, is pretty easy. To begin with, the boss has a lot of DEF, and I mean a lot! You'll be doing 3-5 damage to him per hit. The secret behind this boss is 2 things: the first is that you want to hit his weak point, which is the head/face. You'll want to use Adol's warp to get up close and personal with him and hit him several times.

The second is that you want to break him. Breaking him helps you do tons of damage really fast, especially if you boost yourself and perform your EXTRA Skill right before your boost ends.

Unlike the other bosses you've fought, you want to try as hard as you can to remain behind him most of the time because his nasty axe attacks hit only in front and do tons of damage. The good thing is that this boss doesn't really turn around that fast, which helps staying behind him. Like I said though, his face is his weak spot so I recommend attacking it once he's getting close to breaking, that way you don't risk getting hit by him.

Overall a very simple fight, especially now that we have Krysha helping out!

- **Stomp**: Stomps creating a tiny shockwave that does medium damage. He'll only do this attack when you're close to him.
- **Big Stomp**: He jumps and slams the ground for a bigger shockwave than the previous one. He does this attack mostly to move around the area or to turn around faster.
- **Swing**: He swings his axe for tons of damage. It's like a 200-230 degree swing so you'll get hit if you're anywhere in front of him (unless you're far enough from him). Blocking and dodging the attack is possible and highly recommended.
- **Full Combo**: He stomps in front of him a couple of times and then swings his axe twice, once like his regular attack and the second swing is back to his right. You know this is the Full Combo attack because he starts with his stomps and they'll have like a red glow, the stomps and the axe swings alike.
- **Roar**: Although this attack doesn't do any damage, it sends you and Krysha flying so you have to run back to him.
- **Fire Punch**: He punches the ground and creates a fiery shockwave that does massive damage. Whenever you see him on fire, prepare because he'll most likely do this attack.
- **Fiery Pillar Punch**: Similar to the previous attack, but several pillars will pop out of the ground in a straight line. Dodge the punch to either side and you'll avoid having to worry about the pillars.
- **Pillar Swing**: He swings his axe creating 3 lines on the ground in front of him and several pillars will drop. This is a much dangerous attack than the previous swing attack.

Once the fight is over, head to the and leave to reach the prison once again!

Balduq Prison

We are back inside the prison! Our target is the cell where Adol was held captive.

Explore the prison

Start by following the staircase up and you'll reach a large room with a couple of guards near the door. Krysha tells you to use your Gift to get past them. Nice thinking! Approach the door without going out and you'll be able to spot a warp point for Adol.

Go ahead and use it to get up to the rafters. Drop down on the eastern side and make your way north. You'll want to go up the spiral staircase because if you go southwest you'll find some more guards that can easily see you if you get too close.

Once upstairs you'll be in East Wing 1F. Our target is the next floor. Simply enter the room and look up to see another warp point on the rafters.

Simply warp up here and look to Adol's right to see your . Yes, we are freeing the old man that helped us get out of here. His name is Parks.

After the scene we'll be fighting 3 lv.10 Guardsmen. These guys are super easy and will go down in a couple of slashes. Take care of them to have the scenes continue and we'll be eventually back in the abandoned building. It seems Dogi has kept himself busy by transforming this place into what looks like a bar!

Parks will be helping out in here and we'll be introduced to 2 more people, **Chante** and **Yufa**. During the scene Chante will tell you he picked a name for the place thanks to you... **Dandelion**. Pretty nice! The scenes will transition to Adol in Shantytown seeing Krysha setting up a flower shop. This is nice.

Afterwards... we'll have Adol in prison. Is this Adol? We don't know! Anyways, approach the door of the cell and pick up the shiny object to find a **Wire**. Scenes will play as you pick it up and Chapter 2 will come to an end!

The White Cat's Melancholy: Clear Chapter 2.

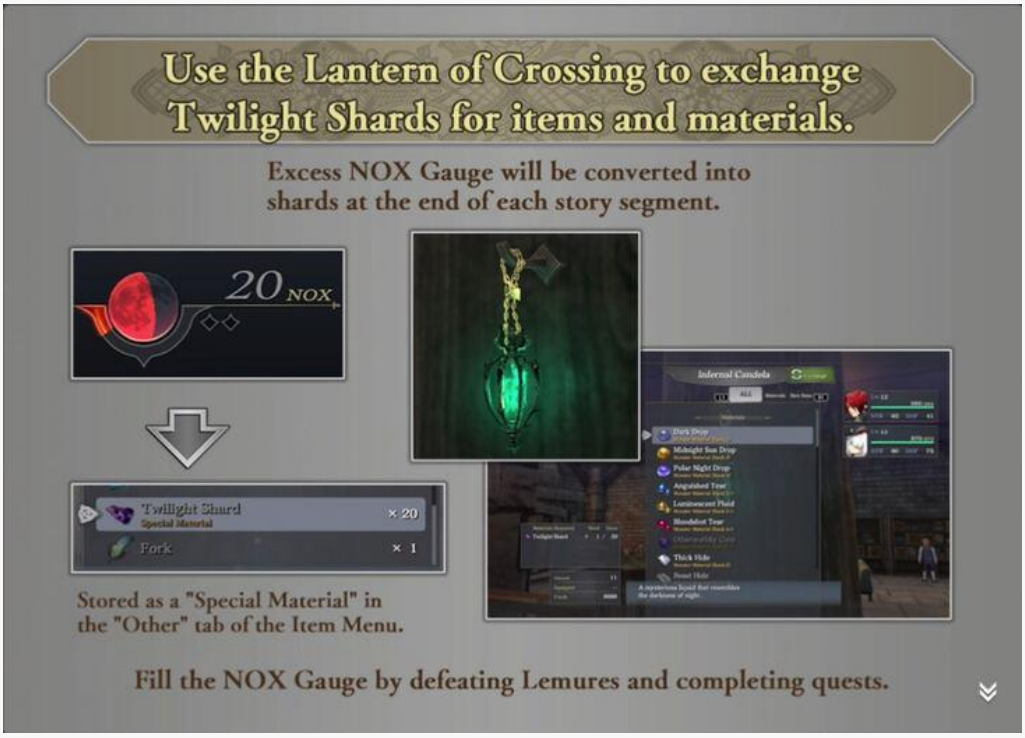
Chapter 3 – The Feral Hawk's Fury

Balduq City

After the scenes that transition from the previous Chapter to this one, we'll be in the Dandelion's basement with Dogi. He tells us that this chick called Aprilis approached him and gave him the **Lantern of Crossing**. This basically lets us do the Instance Raids we've done before where we need to keep the Sphene safe from enemy attacks. This is great because you can go back and fight these battles again for EXP and if you didn't before, get an S-Rank to get the best possible rewards for each one.

During these, now that you have the Lantern of Crossing, will let you receive help from your **Companions**, and I don't mean your party, but NPCs that are currently part of the group like Parks, Chante, and Dogi. They can help you fight these Grimwald raids by giving you buffs and support skills. This is very important as it makes them incredibly easier.

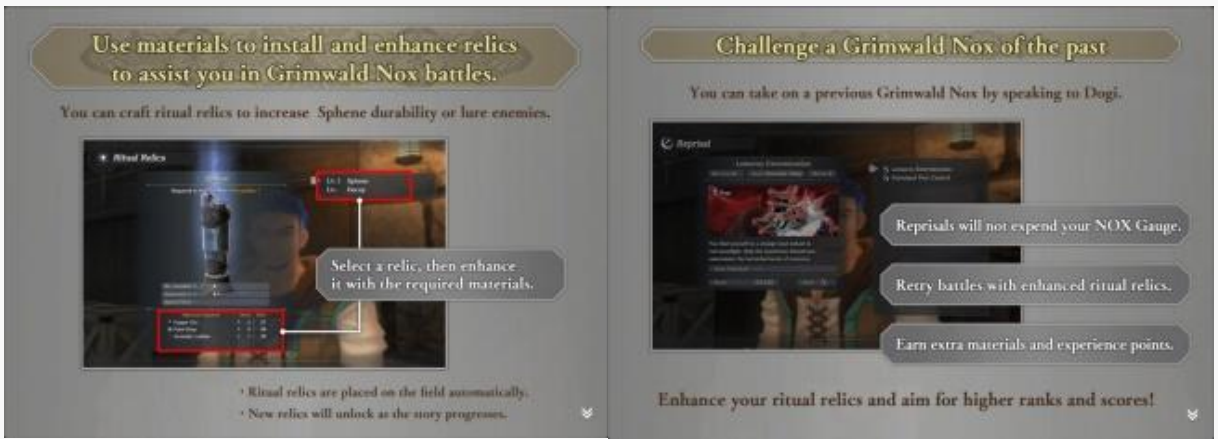
Another really good use of this Lantern of Crossing is the fact that you can use it as a shop. You've seen the **NOX** counter in the upper left corner of the screen, right? You gain NOX by killing Lemures and completing quests and you can use it as a type of "currency" to purchase items and materials from the Lantern itself by using this NOX. You do have to wait until you complete a story segment to transform that NOX into Twilight Shards, which are the actual currency.



As of right now I recommend you save your Twilight Shards until there's something you really want/need, given that the materials you can get here are extremely rare. You can also get items that increase your base stats or even give you a level, but they are very pricy at 100 Twilight Shards each.

Speak with your collaborators

Speak to Dogi once you regain control and you'll be told of Ritual Relics, which are relics that help you in Grimwald Nox battles, like decoys to keep the Sphene from taking damage and such. He'll also tell you what we spoke of above, redoing the Grimwald battles.

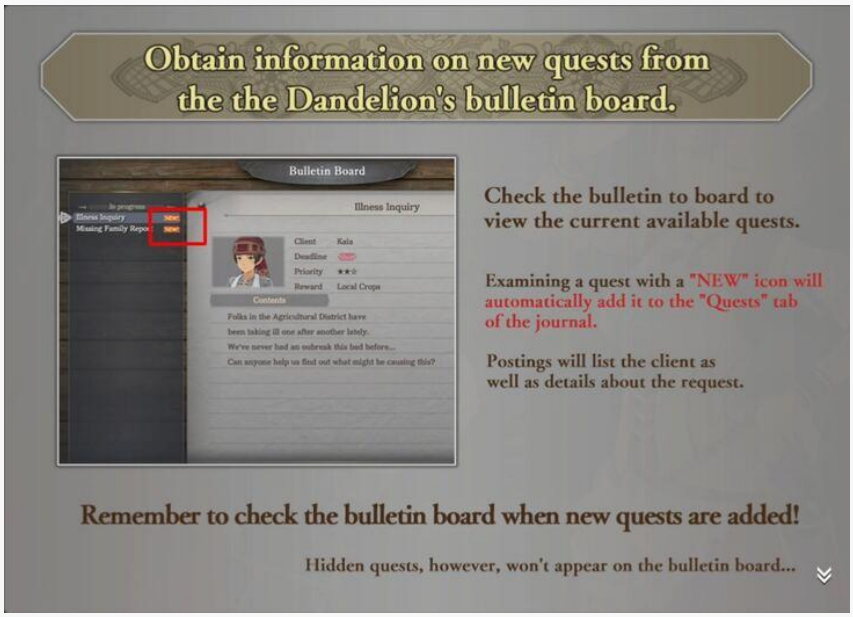


Speak to Parks who's also down here and he'll tell you about map completion. He'll give you a reward for every 10% of Balduq you've explored. Note that this is 10% of the overall map (**Total Explored**), not just of the City of Balduq.

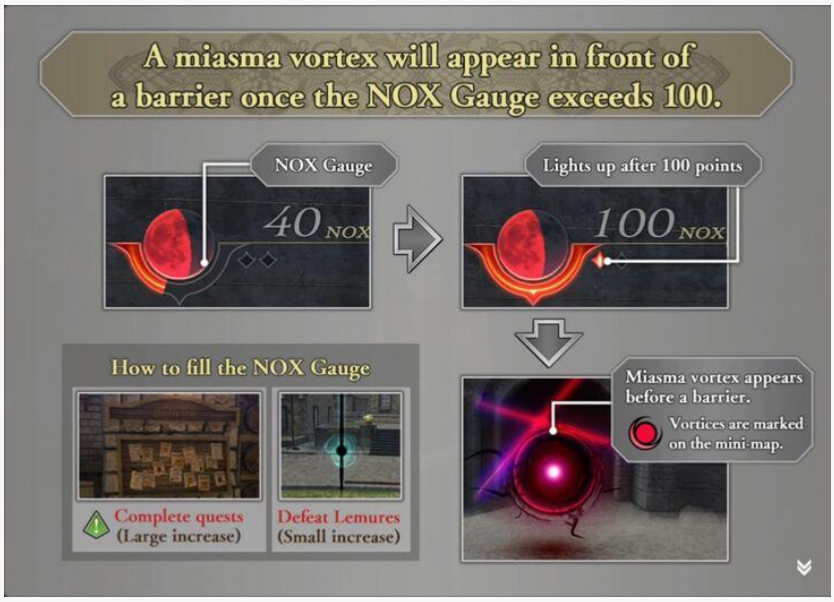
As of right now you should have at least 10% (I had 11.222%). Talk to Parks and let him know to get a **Rise Potion**, which is used to revive your characters. It also nets you the bottle in the process, which is pretty neat. I'll be reminding you from time to time to come back, but make sure you're always keeping track of your % so you can come back ASAP for your reward.

Head upstairs now and speak to Chante. Speaking to him will get you "Meal Prep", which lets you cook meals for cheaper, but you also need the ingredients to make them.

Right now the only thing you can do is Baguettes, which requires 4 Flour. They're pretty good. Get some if you have the Flour. Next up is Yufa. She presents to us one of the most important parts of Dandelion, the **Bulletin Board**. With this you can take on quests to help out the people of Balduq and get rewards.



Afterwards, you're told about the NOX Gauge and the Miasma Vortices (the ones blocking your path).



This pretty much tells you you NEED at least 100 NOX to have the Miasma Vortices appear. Killing Lemures gives you a very small amount of NOX, but quests will give you a huge amount (30+), so questing is highly recommended.

With all that info (it was a lot so I hope you retained some of it!), check the Bulletin Board and you'll have your first 2 quests. I won't be writing them as part of the main walkthrough, but I'll be linking them throughout the guide to their respective page:

- Illness Inquiry
- Missing Family Report

Right now we have to do these 2 sidequests because they give us some important characters that help us out during our travels here.

Once you've finished those quests we'll now have the siblings Tito and Arche join the gang. Tito serves as this place's blacksmith, while Arche manages the warehouse. When you regain control go talk to them. Tito can enhance your weapons, but he can also make accessories and sacramentals. You do need to bring him a blueprint (called **rubrics**) in order for him to make any new sacramentals.

Right now there's not much you can do here. I managed, however, to make a **Blade Ring II** and a **Warrior Seal II**. You get a Blade Ring I and Warrior Seal I from chests, but I managed to get a second one from Arcaes dropped by Lemures. Don't worry if you can't make them.

Now go ahead and talk to Arche if you want. She manages the warehouse and the **Material Exchange**. She basically allows you to exchange materials you have for other different materials. This is great if you have excess materials of one kind and need some other kind of material.

With all that said and done, there's a couple of things we can still do. Open up your map and check behind the Pendleton Company building to find a . Go over there and you'll meet **Marguerite**.

Have you been wondering what all those Azure Petals we've been gathering are for? Well, you can exchange them with Marguerite for rewards. Yep yep, they are quite useful.

So far, if you've gotten all of the you'll probably have 36-37 (there's one in Shantytown that's from Balduq Cemetery you can get). You can get the first 3 rewards from here, which are: **Defense Elixir**, **Ride-Along Pikkard**, and **Warlord Elixir**. That last one is great because it increases your Max SP +5.

Remember to come back once you have enough for the next reward! I'll be remembering you from time to time about it as well.

And with that, there's only two more things for us to do right now, and that's another quest and collect a recipe . Head on over to Shantytown and talk to Benoit, the man behind the counter at **Nirvana** . He'll give you the recipe **Baked Potato Recipe**, which is quite nice.

Now approach Krysha's flower shop at the very back to start this quest:

- Sowing Seeds of Joy

After completing that quest (or getting 100 NOX if you don't want to do quests) a Miasma Vortex will appear in front of the bridge west of Central District that leads to the next district, Main Square. Head on over there once you're ready and approach it to face the Grimwald Nox, **Main Gates Siege**.

Main Gates Siege

Watch the scenes with little Hawk right before the fight starts and afterwards, the fight will start. We are in the middle of town and it'll be a tough fight, especially if you haven't created any Decoys. You can always do this one again if you have issues with it.

The suggested level for this fight is 12, which is quite the drastic change from the previous one, which was 5. Granted we've been exploring town and went through Cloaca Maxima and Tranquil Underpass so you should have several levels under your belt at this point. The other difference is that we now have Krysha that we can control as well, which means you should expect enemies that are weak to .

We've got 3 waves of enemies, each getting increasingly stronger so that's fun! We start with only 2 black pillars and a new enemy coming out of them, **Pyrion** and some **Snerpent**. The former enemies come out as little bugs that fly towards the Sphene and can become difficult to see if there's a lot of attacking nearby. All those effects hide them pretty well. Make sure to keep pressing to target them (something I often forget).

After them we've got some **Gevaudan**, the cerberus-looking enemy, as well as some **Tarylux**. None of these enemies should pose a problem, but remember to keep a close eye on them, especially the Tarylux that love to fly towards the Sphene. This is your first wave!

Wave 2 starts with 4 black pillars, double that from last wave. The two new black pillars are really close to the Sphene so keep an eye on these 2 because there will be more Pyrion coming out of them, and some Odh too. Once these little guys are dead several Snerpent and Gevaudan will appear from the back black pillars and will charge right away. Stay on your toes and use Adol's warp as much as you need to get close to them.

It is very important that you play more defensively, especially if you didn't get the Decoys done so you can keep the Sphene intact. The rest of the Monstrums are great at dealing damage so let them do the heavy lifting. You'll still get the EXP from their kills.

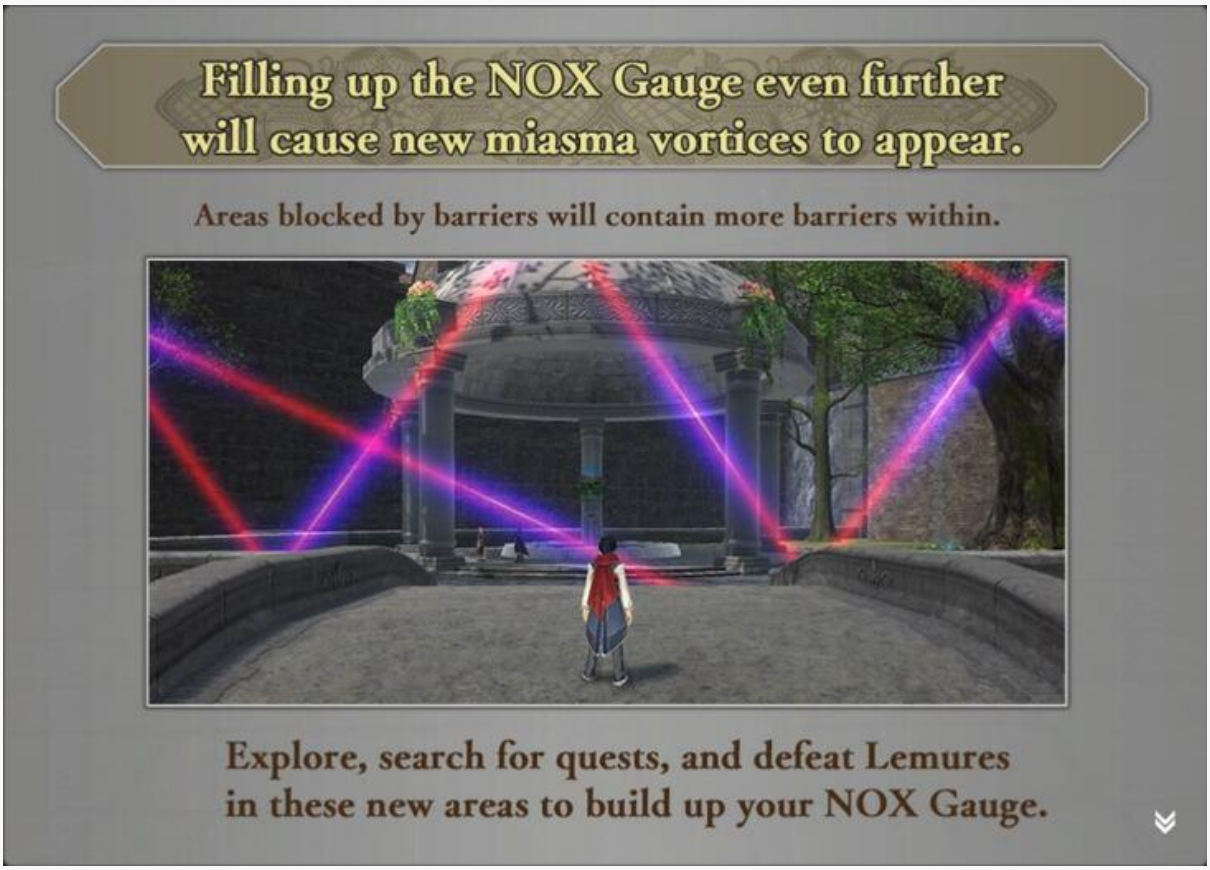
The last wave has a completely new enemy, a frog-like enemy called **Kahazh**. This stupid thing is the worst. It fights pretty similar to the frog-like boss but it likes to jump around... a lot. It's very hard to keep him in one place but have Adol warp and attack him as soon as he lands from one of his hops to dead tons of damage. Don't forget about the little Pyrions that also fly out. You may be too focused on the Kahazh that you can completely forget there are other enemies.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Chamomile	Iron Ore x2	Spirit Lumber x2	Glossy Leaf x2
First Time Rank	Strength Elixir	Sweet Remedy x4	Grimnut	Flourescent Fluid x4
First Time Clear	Mayura Talisman	Dark Drop	Thick Hide	Sturdy Shell

Watch the scene after the siege and the entrance to our next district, **Main Square**, will open up for us!

Main Square

As the siege ends and we enter the Main Square district we'll be told about more barriers blocking sections of the same district. This means we won't be able to fully explore the districts now and we'll have to unblock these sections. Note that they are mostly small sections that have several collectibles in them.



Explore the main square with Krysha

For now activate the **Relief Tile** in front of the bridge and **STOP**. There are several ways to go from here and there's tons to explore and collect. We cannot 100% the area on our first visit, but we can get really close! We'll be exploring the district before continuing with the story so brace yourself. Also, remember that I won't be giving directions for the Azure Petals here as it would make it even more cluttered! If you want help with those, go ahead and click HERE for their locations.

With that note out of the way, from the Relief Tile head north while sticking to the river side and you'll find a staircase leading down to the area below right next to the river. Down here you can find a with **White Asparagus x5**. Also note that the Graffiti down here doesn't count towards your total.

Return to the Relief Tile and go west a little bit to find a shop, **Durfee's Butchery**. This man sells the **Stuffed Mushroom** meal that heals for 2100HP. We don't even have 1/4 of that yet!

Anyway, from this merchant look southwest to see a large tree. Past the tree is a ledge you can look down over (next to the house) to see a , this one has **White Meat x5** in it.

Return to the shop and go west down the stairs to trigger a scene at the . It seems they're looking for us Monstrums. They will not find us. During the scene Krysha will show you the **Trading Bureau**, which is the building we want to go into to continue with the story. We're gonna go explore first! Continue past the soldiers to the and a scene with Chante will play.

It seems we can use this public bathhouse. Head in and try it out.

BATHHOUSE NOTE: It's very important that you come to this bathhouse at least once every chapter starting this one. Doing so will increase all of your character's HP by 10, just once per chapter.

While you're here, make sure to grab that as well.

Leave the bathhouse and continue northwest and you'll find another shop, **Hale's General Store**. In this shop you'll learn about **Presents** and **Affinity**, which you can give to your fellow collaborators and increase their affinity.

Go ahead and purchase the **Straw Hat** from this place. Further northwest is a 4-way fork. The path going northwest takes us to a completely different district. Sadly it's blocked for now. Instead go northwest and you'll see that the path past the bridge is also blocked. This is still part of this district, but we need to unblock it (it's one of those inner areas blocked). We'll need 100 NOX to unblock it. You probably don't have enough NOX at the moment. I'll let you know later once we get to do some more quests and get some more NOX.

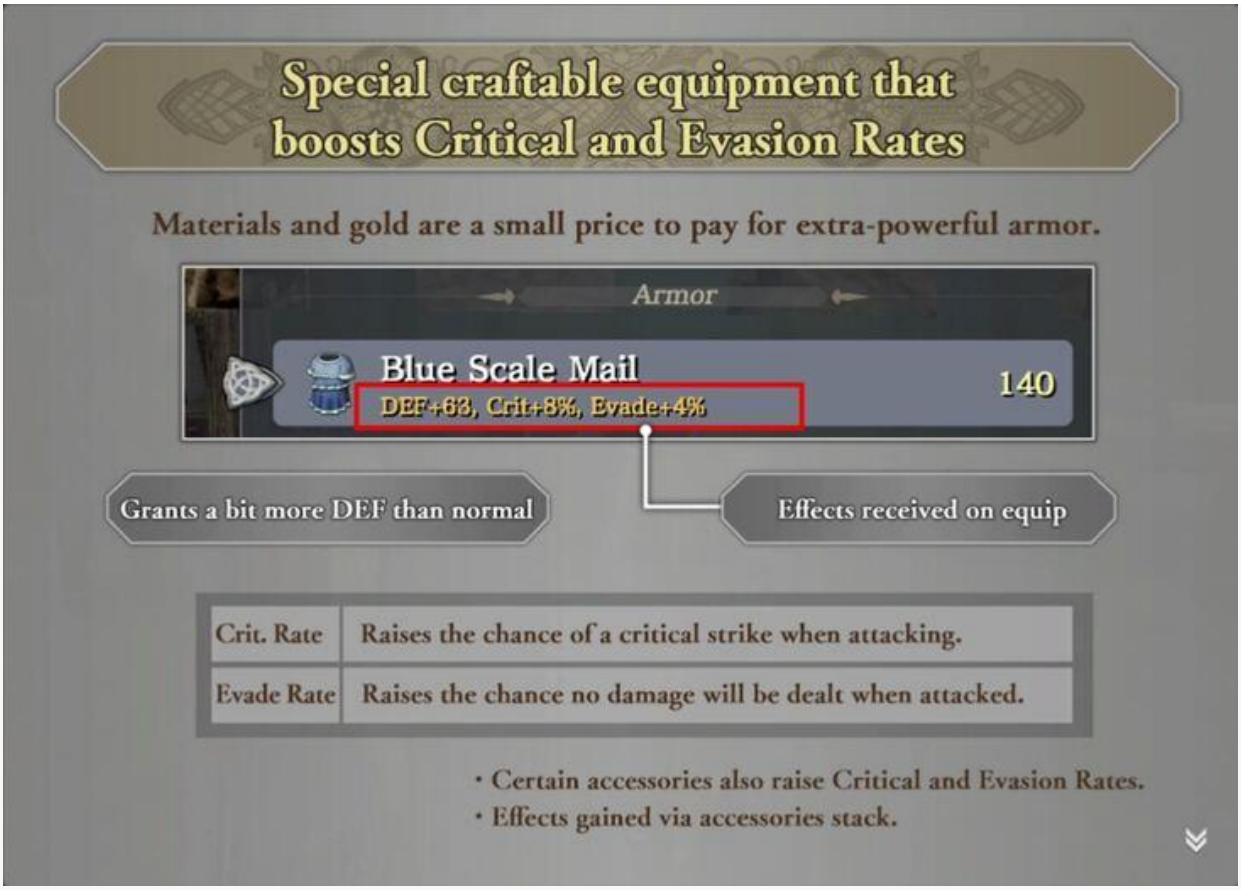
From this bridge, however, go east and you can find in the corner a **Graffiti**. This one summons enemies so be careful.

Continue east and you'll see a tent being guarded by a soldier. This is similar to the one in the Main Gates district. It also has a inside but we cannot get it yet. Instead look behind it for another **Graffiti**.

Return to the 4-way fork and go southwest to reach a market. A little scene plays here where Krysha shows Adol around. She tells you about the large building across the canal, th Hieroglyph Knight's chapterhouse. Looks big. Anyway, when you regain control go to the pier nearby (the one with the cat) and Adol will say something about him being watched. You can examine the water here but you can't do much right now.

Now go ahead and check out the 3 shops we have here:

- **Paulette's Produce**: she sells produce, such as White Asparagus and Mushrooms.
- **Angela's Grocery**: sells animal ingredients like cheese and meat.
- **Giselle's Tailoring**: this last shop allows you to craft equipment that increases your critical and evasion rates. PRetty useful to get armor that lets you do more damage and avoid taking damage.



You could really do a Blue Scale Mail if you wanted to (you can trade for items with Arche back at Dandelion), but I'm going to skip for now.

Now approach the man on the southern side of the market and you'll get a new quest:

- Pickpocket Pursuit

After the quest follow the canal southeast and you'll reach a **Graffiti** on the ground.

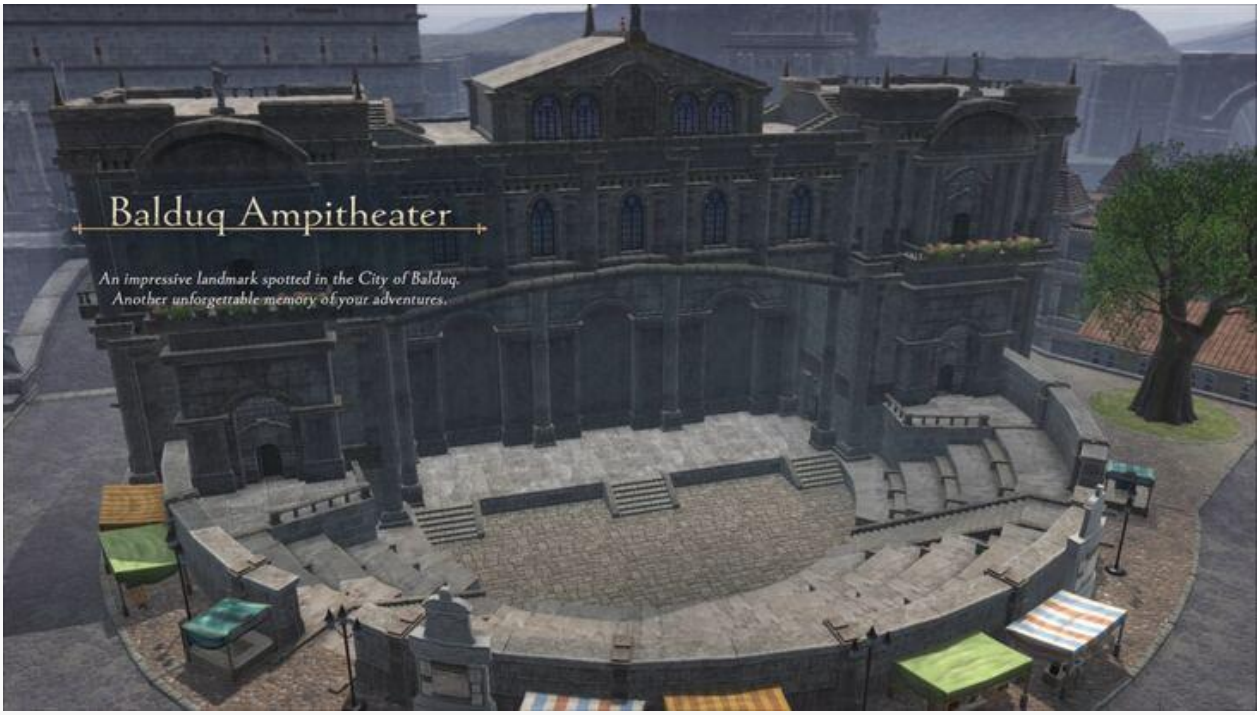
In front of the Graffiti you'll be able to see several wooden poles in the water. There's a on one of them. You can easily grab it by jumping from pole to pole (their hitboxes to land on them are fairly generous), or you can roll through the air from a nearby building and land on it (the way I did it), or you can wait until Hawk joins the party.

You do need to cross anyway, however, as you can find a on the boat that has **White Nut x2** inside of it.

Return across the canal and go north from the Graffiti you got here into the alley to find yourself another **Graffiti**.

With this Graffiti under your belt continue following the canal southeast and when you reach the upper bridge open up your map and you'll be able to spot another **Graffiti** to your north (on the large building). Get up here and get your **Graffiti**.

Now run to the top of the building and you'll have the **Landmark Balduq Ampitheater** up here.



Now check northwest of this to find a that has **Shield Earring II** inside, a great accessory for an extra boost to your DEF.

Since you're up here go ahead and grab that from the hand of the statue to the southeast.

Since you're here, return to the Relief Tile near the entrance and approach the Ampitheater from the ground to trigger a little scene where Krysha is showing Adol around.

We have explored almost everything in this area except for the southeastern side of the district. Going south from the Relief Tile you'll find a shop, **Nora's Gift Shop**. You can buy just a handful of things right now from here, but no gifts, even though it has it in the name!

Anyways, southeast from here is a large tower. Check the southern side of it (halfway up) and you'll find another **Graffiti**.

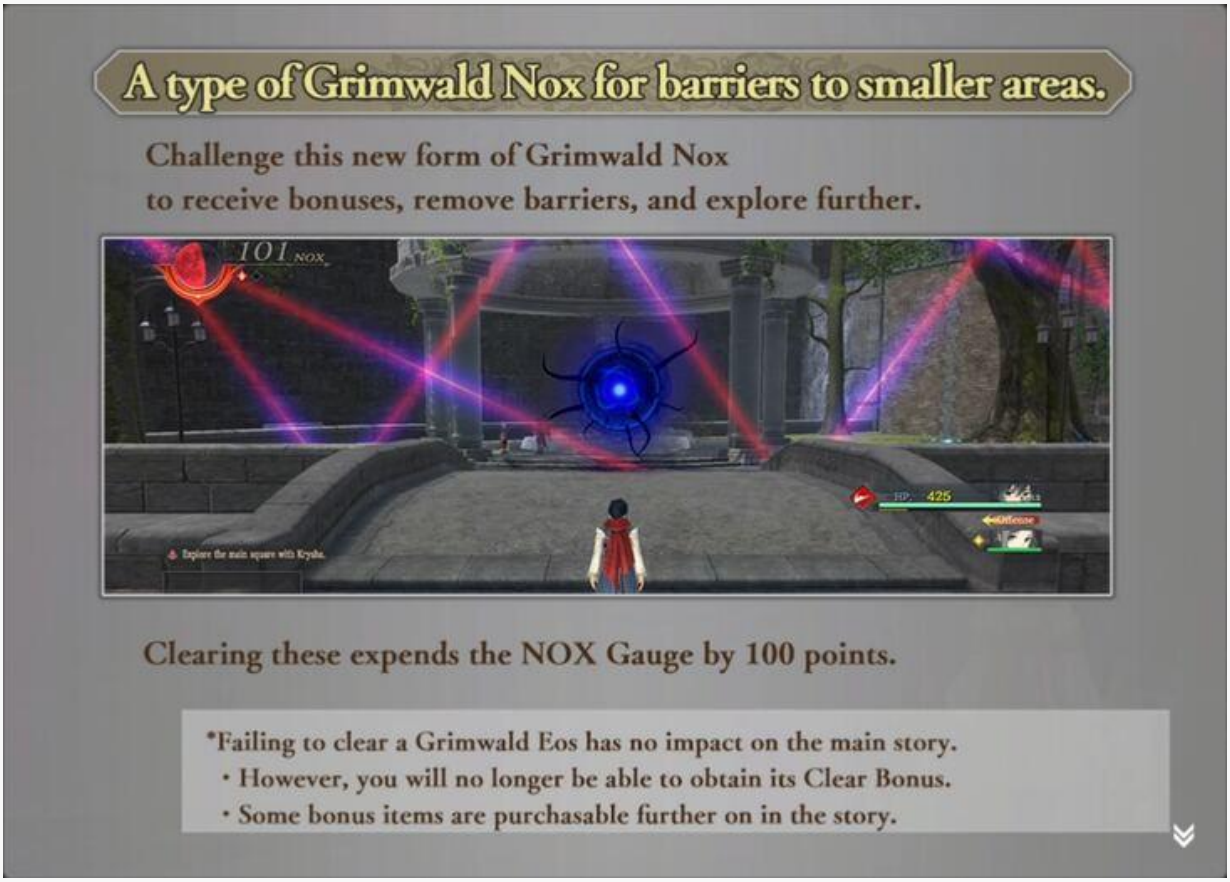
If you climb to the very top of the tower you'll be able to find an .

Jump down and check the southeastern corner of the area to find another , this one with **Sedative**.

Now, if you read the last Graffiti you got (the one at the tower), then open up your map and a will appear west of the Relief Tile, between the and the Ampitheater. Go to that tree and you'll be able to dig out a treasure, which is **1000 Gold**. Fantastic!

And with this we are nearly done. At this point you may or may not have 100+ NOX. If you do go ahead and head to the Miasma Vortex behind the bathhouse. If you don't have enough NOX fight some Lemures until you have enough. The sidequest we get from the market nets you around 50 NOX.

As you approach this Miasma Vortex you'll see that the battle will be a bit different, at least in name. Instead of **Grimwald Nox**, they're called **Grimwald Eos**, which basically means a smaller, optional version of the big ones. Just be ready and save your game before you try this because it'a tough one. Also make sure to talk to Dogi and make some decoys.



Lemures Infestation

This is a tough one. Despite the fact that it has a different name, the principle behind it is exactly the same: kill all the Lemures before they destroy the Sphene. For this one I hope you've made some decoys because you can really use them. I had 4 at this point and made this so much easier.

Anyway, we only have 2 waves of enemies, but don't let that fool you. The amount of Lemures you'll fight in each wave is insane. We start off with my most hated one so far, the Kosmarion. These are the spinny guys that will hit you nonstop unless you guard. Take control of Krysha to fight them. As you start to thin out their numbers we'll have Logier and Garguleo appear. We'll also have some of those frog-like Lemures Tudhor. They're not dangerous, just plain annoying to fight.

Your second wave consists of tons of **Grosporte**. Remember that these guys, although they're not particularly dangerous, they can summon other Lemures to help them fight. They also dive into the

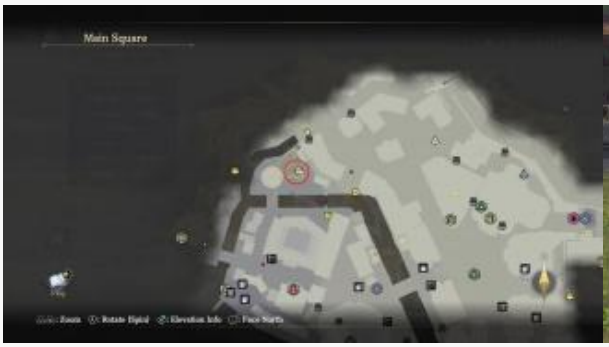
ground and come out to attack. They are very slow to both move and turn around, so have Krysha go to town against them. You'll start with 3 of them but many more will appear. Again, don't let their size fool you. Making good use of Krysha and her skills/EXTRA Skill will make this fight 1000x easier.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Anguished Tear	Dark Drop x2	Thick Hide x2	Sturdy Shell x2
First Time Rank	Exorcist Ring	Red Cheese	Chamomile x2	Hornville Wing
First Time Clear	Tempest Elixir	Iron Ore	Spirit Lumber	Glossy Leaf

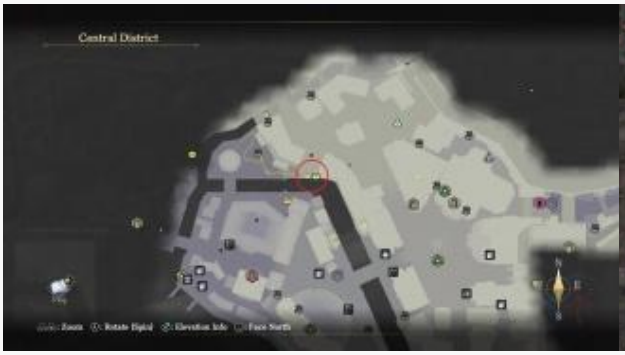
After the siege the Northern Main Square will be open for us to explore. Right off the bat you'll see the 3 VERY OBVIOUS , one on the pillar in the middle and 2 under the tree.

Check also behind the northern little tree to find a **Graffiti**, the last one of the district.

And behind the large tree for a , this one with **Grimnut x2**.



Before we continue, open up the map and spot the east of this last one. This chest is in the Central District but we couldn't get it until now! Run up the eastern wall and walk over the edge of the wall to find your blue , which has **1000 Gold** inside. This will 100% the Central District!



And with this we are pretty much done with the area. If you haven't, make sure to check out the Azure Petal page for info on all 14 of them. If you've been getting them all you should have 50-51 at this point, which you can return to Marguerite in Central District to get your rewards up to #5 (Ride-Along Mishy for 50).

Head now to the **Trading Bureau** and we'll find Chante in here. Talk to him and he'll warn you about the Hieroglyph Knights and to stay away from them if you can. Once you regain control you can check out another shop in here. They sell some good stuff. I highly recommend you buy at least the Blue Bandana which lowers SP cost of your skills, and DO NOT FORGET to buy that **Resurrect Potion**. It nets you another Empty Bottle once you use it. They also sell the Ride-Along Mishy, but you just got it if you did get 50+ .

Leave the Bureau and head back to the Relief Tile to trigger a scene . It seems Hawk is up to no good. Have I said how annoying he is? I don't like him at all (I bet that'll change later in the game haha).

Hieroglyph Commandery

Find the statue in the east garden

After the scene with Hawk and the knights we'll be left off in the Hieroglyph Commandery district. We need to go southeast to the but there are some things you can collect. You cannot fully explore the area just yet, but let's go get what we can right now.

Start by activating the Relief Tile and grab the on top of the griffin statue next to it.

Once you do head northwest and you'll immediately see a second on top of one of the pillars.

Afterwards go to the northwestern pillar to find a **Graffiti** on the side of it. Also make sure to jump over the edge to find a with **Grimnut x2**.

With these in hand, return to the Relief Tile and go southeast to find what looks like a housing area. There's a fountain in the middle with a .

Once you've gotten this simply head south to the to find the large bronze statue. Approach it and a little scene will play. When ready head inside.

Dry Moat Ruins

ENEMY	WEAK	ITEM DROP
Vazuli		Thin Hide, Thick Hide
Zafange	---	Faint Drop, Dark Drop, Mushroom
Dunpede	---	Sturdy Shell, Thick Hide, Ultradense Bone
Roche		Copper Ore
Hornville		Thick Hide, Razor Claw, Hornville Wing, Red Meat

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Aromatic Lumber, Small Leaf, Marl Flower
TREE STUMPS	Aromatic Lumber, Small Leaf
ORE DEPOSITS	Iron Ore, Copper Ore

BREAKABLE OBJECTS Small Leaf, Light Shell, Faint Drop, Aromatic Lumber, Raisins, Copper Ore

Welcome to the second dungeon that was featured in the demo!

Traverse the dry moat ruins

Activate the Relief Tile as you come in and head north to trigger a little scene with Hawk. How'd he get in here? It doesn't matter because he'll join the party! We finally have a third character and he's a user, which makes our party complete. Nice! We also get some info about his Gift, **Hunter's Descent**.

We start trying out his Gift. Jump onto the chasm in front of you and hold to glide across. This is so neat! We can now glide and run up walls, oh and warp! As you do watch the scene (I love how Hawk calls Adol Zippy the Red haha) and we'll get some VERY useful information about **Status Ailments**.

Afterwards, you'll regain control. Make sure to check out Hawk's equipment and give him some accessories if you have any to spare. With that said move inside and you'll have your first enemy weak to , **Vazuli**. They're super weak and they often come in groups of 3 or more. We'll be fighting several enemies weak to so you might keep playing as Hawk for the remainder of the dungeon (some are weak to as well).

From this room go east first, kill the next new enemy, **Zafange** here (it likes to charge and shoot electricity orbs at you) and in this room look south and up to find a up the wall with **Grimnut x2**.

Return and go west now, pass the room with several enemies and go north to find a large room with a hole in the ground. There's a lever to our right but ignore it for now. Jump down there and you'll have to fight tons of enemies, amongst them another new one called **Dunpede**. This bug-looking enemy with blades all over is creepy. Don't worry too much about this one. I remember hating this one during the demo because I thought I was getting hit just by touching it, but don't worry. You won't take damage if you touch it, just wait for its attacks (a lunch, curls into a ball and rolls) and you'll be fine.

Down here you'll be able to find a in the northwestern corner with **Wood Shield**.

With that head back up the stairs to your south and you'll see another that we previously jumped over, this one has **Sedative x3** in it.

Head back up to the top (where we came from) and you'll see the lever we previously ignored. Before you use it, this lever will open up a hole in the ground on the other side of the hole where we just were. The hole will close after a couple of seconds so you'll need to do this fast. Don't worry about exploring because we can come back later with more time (there's nothing to begin with to be honest). With that said, do just that, activate the lever and glide across (Hawk's Gift is pretty dope, huh?). Once across drop down the hole that opened.

As you drop, make sure to look south (behind you most likely) to find a with **Red Cape**. Kill all the enemies in the next room afterwards.

Up ahead you'll have another Dunpede to kill. Do so and we'll be in a 4-way fork. Go east first to find another Dunpede alongside other monsters. Take care of them and if you head north you'll be able to find a , this one has **1000 Gold** inside. You can also open up the metal gate nearby that takes you to the previous area where you dropped down. You can explore here now if you want but, like I said, there's nothing.

Return to the 4-way fork and go west this time. We'll find a larger room with tons of Vazuli, but what you'll want to do is to jump on the platform and look east and up to see a warp point. Warp up there to find yourself a red , this one has **Rebel Grimoire**, which allows Hawk to learn the skill **Rebellion Crow**. Make sure to set it to one of your buttons if you're using Hawk at all.

Return to the fork and head north now. We're heading to the now. Activate the Relief Tile when you get to it and prepare yourself because the room ahead is a boss fight.

<The Winged Familia Reborn> RENE-VAGULLION

LEVEL	HP	STR	DEF	WEAK
16	11400	141	149	---

Rene-Vagullion is the first boss of this dungeon and he's a relatively easy boss fight.

This is a fun fight and Hawk is the character you'd probably want to play with. This boss stays in the air most of the fight so having Hawk is really helpful (although I guess Adol can also do some serious damage midair).

Most of the boss' fights are very easy to distinguish from one to the other, which make it easier than other boss fights to avoid taking damage. One of the things I've got to say about this fight (and the next boss for that matter) is that you'll be better off staying up close and personal and being extremely aggresive. Doing so not only can you defeat the boss much faster but you can also try and prevent him from doing some of his "dangerous" attacks.

- **Punch**: he swings and tries to punch in front of him. Easy to dodge and predict as you can see him raise both of his legs when he's about to swing.
- **Screech**: he lets out a screech that shoots everybody near him away. Does not damage but pushes all characters away from him and knocks you down.
- **Charge**: he flies upwards and comes back down with a charge. Prepare to dodge as soon as you see him spin and starting to go up.
- **Backflip**: he backflips and attacks with its talons. This is similar to the previous attack in which he goes up, but there's no spin with this attack.
- **Fireballs**: he shoots 3 fireballs at you. They are very slow and they come one at a time, but they explode upon contact with you or the floor so make sure you're not near their point of contact.
- **Beam**: he lands and shoots a beam from its mouth. You'll have to dodge this one because it hurts. It hits several times too so stay running.
- **Bats**: he separates into several bats and gives chase to you. If you get trapped withing the bats you'll take a ton of little hits (~5 dmg each hit) but you'll take a ton so be careful. Simply running around will keep him away.

After the fight head north and you'll find a new enemy, the **Roche**. This is the enemy weak to so have little Krysha take them out. These guys have something different in which they're still alive and running around after you deplete their HP so you'll need to hit them once more to actually kill them.

Continue north and you'll be outside. It looks great! At the very beginning you'll see there's a platform across the pit where you can see a . Ignore it for now since we need to open up a gate to continue. Don't worry, we'll be wrapping around into the room. Instead, approach the edge and look down to see a platform below you. Use your double jump and Hawk's glide to get down here where you'll immediately find a new enemy, **Hornville**. These guys suck! They are extremely dangerous in this outer area because they can flap their wings and create a gust that pushes you away, and in the correct setting, pushes you off the edge. They also have a yellow beam attack that can confuse you. Have Hawk take them down ASAP.

Now, before you go northwest across the broken bridge head into the room to the south to find a with **500 Gold**. Kill the enemies before getting it.

Cross the broken bridge now and enter the next room to find several Roche and a Hornville. Take care of them and continue north for more enemies, alongside a with **Hornville Wing x2**. inside.

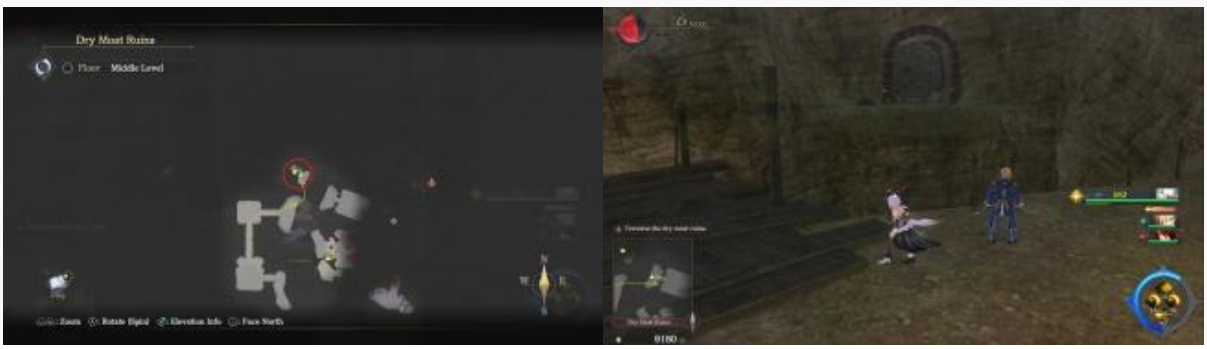
Going east will take you back outside. Glide across the pit, kill that Hornville and you'll be able to either go inside the room or up the slope. Go inside the room first to find a behind bars. You'll also see there are tons of enemies behind the cells. As soon as you flip the lever here will open all of the cells so be prepared to kill some enemies. Do so, kill all of the enemies and grab that for it will net you **Spirit Elixir**, which gives you +10 Max SP. Fantastic!

Return outside and go up the slope now to find another , this one with **Red Cheese x2**.

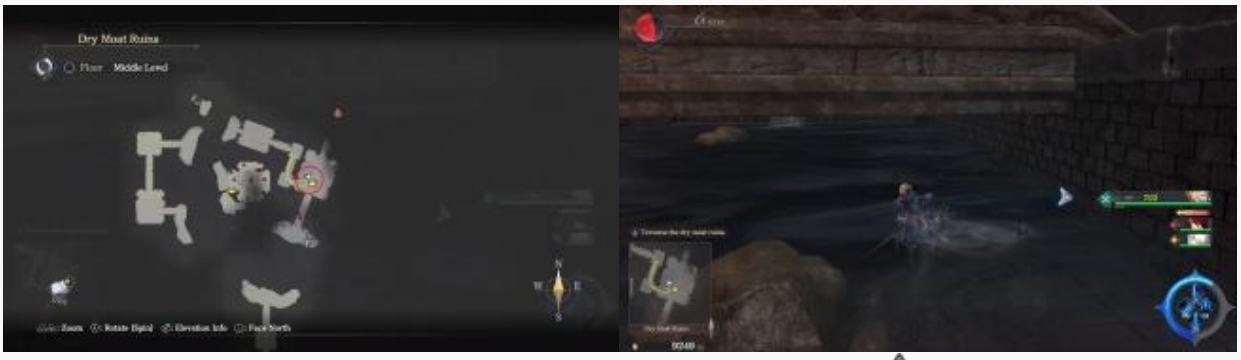
Glide across the pit and before you go inside look northeast to see a platform with an entrance. You can double jump and glide across to reach this platform.

In here you'll find several Roche and a couple of annoying Hornville. Kill them and run up the western wall to find a with **Boost Potion** waiting for you. We've got another bottle!

Return across the pit and head inside the next room. There will be enemies in this and the next room so kill them and proceed until you're back outside. Glide across the pit and look back from whence you came. You'll find a little alcove on the right that you can double jump/glide to that has a with **Life Elixir**.



Return and continue just to be ambushed in the next room. There will be tons of Roche and a Hornville in here. Focus on all those Roche first as their beams can be quite annoying. Up ahead you'l find a lever. Flip this lever to open up the gate that'll open up the gate to the . Follow the hallway to reach a large room. Jump down into the canal and look under the bridge to find a with **Nors Bleu**.



Now go south and it'll lead you back to the last boss fight. Remember that we previously saw? It's the **Landmark Balduq Canal Falls**. Looks pretty.

Head back inside, activate the Relief Tile and prepare yourself because up ahead you'll have THE boss fight of the area.

<Repulsive Evil-Eyed Ringleader> MALEFIOUS

LEVEL	HP	STR	DEF	WEAK
19	21500	174	187	---

Do you like annoying bosses? Bosses with annoying moves? No? Me either. Sadly this is all that!

As you saw in the opening scene, this boss takes place in a cage on top of a ton of spikes. The first time I fought this boss the cage didn't go down so I thought it was just aesthetic. It is not. During the fight, if you take too long in the fight the cage will drop. You'll take an insane amount of damage if you touch those spikes and, if all of your characters are low on health they'll die. This can be a party wipper. To avoid it you'll see that the boss will let out a screen with a red outline. It's very noticeable if you have this in mind so wait for it and as soon as it drops (it's instantaneous) start gliding to avoid the spikes. If you don't you'll be taking around 70+ damage per second it feels like.

Amongst his other attacks, Gravity Orb can be quite dangerous if you let it pull you into the center of the field. Those orbs will still chase you around for a little bit if you manage to get out of the field so keep an eye on them.

Another attack you should be careful of is his beam attack. This attack can shoot from his arms and tail. This attack is best if you're far from this guy, mostly because it's much easier to avoid the beams on the ground, but it gives you space to dodge and run around to avoid the green beam for a second or two.

Like I said in the previous boss, you'll want to be extremely aggresive in this fight. You'll want to do so because of that cage dropping thing I talked about above. You can take him out before he drops the cage so be extra aggresive and don't stop spamming those skills, especially boosting and your EXTRA skill.

- **Gravity Orb**: he releases a gravity field that pulls everybody nearby into the center of it and he releases some dark orbs that chase you around. The orbs are slow but the gravity can mess around with you. You can easily outrun them so just keep that gravity field in check.
- **Sweep**: he sweeps his arms, which have a long range. You can see this coming a mile away since he moves his arms back so far back it feels he'll dislocate them.
- **Screech**: he lets out a screech that shoots everybody near him away. Does not damage but pushes all characters away from him and knocks you down.
- **Beam Attack**: I don't like this fight. He places both of his hands on the ground and he'll shoot out a ton of lasers from each arm and in all directions. If this wasn't enough he'll also shoot 2 green beams from on top of him. It's better to run away from him as you see him placing his hands on the ground because the beams fan out so much it gives you space to dodge the green lasers.
- **Poison**: he places his hands on the ground, just like the previous attack, but you'll be able to see purple gas coming out of the hands. This can poison you if you stay in it for too long so dodge out of the area.
- **Beam Attack v2**: he shoots his green beams from the top and red from the hands. He'll also shoot some pink beams upwards and fall down behind him. He only shoots them forward so if he's not looking at you then you'll be fine. Just don't be close to her either.
- **Slam**: he jumps into the air towards your character and slams the ground. You'll want to try and jump as this attack hits the ground because the shockwave can sweep you off your feet.

And that's it for the dungeon! Head out of the cage and into the next area. See you in the next page!

Hieroglyph Knight's HQ

It seems the moat took is directly to the Hieroglyph Knight's HQ. This is going to be fun! I wonder who or what Hawk is looking for in here!

After the scenes move forward and a scene will play where you'll have to fight some Hieroglyph Knights. The enemies have no special attacks besides swinging the sword to knock them out and move forward to find a behind the door to your right and a to your left. Head left first and speak to the inmate here, which is... a maid?

Speaking to her will let you start a sidequest. I recommend you do it as we'll be able to take her back to the Dandelion and she'll be helping us out.

- Maid in Amiss

During the sidequest you'll enter the room with the and knocked out the Knights inside. After you do, **MAKE SURE TO FINISH THE QUEST** and head up the stairs now and up the ladder at the top. Leave the room and you'll trigger a scene with the one and only **Chatelard**, founder and master of the Hieroglyph Knights. Whoops.

Watch all the scenes that play out and we'll be back in the Dandelion. We also get to know who he is (when he's not a Monstrum) and his name as well, **Credo Aiblinger**. Whenever I see the name Credo I immediately think of the Credo from Devil May Cry 4.

Anyways, the scenes leave you in Balduq Cathedral. Go ahead and speak to the **Archpriest Myrna** at the back to trigger several scenes where we get to know even more about Credo... and about his past. I kinda feel bad for him now.

Anyways, once the scenes are over we'll be taking control of Adol... another Adol. There's absolutely nothing for me to write for here. You'll simply have to follow the hallways as they go down, grab **Rusted Sword** from the first and after simply go down the tower you're in until a scene plays and the chapter comes to an end! Next up, best-girl's Doll chapter is next! Cannot wait!

Chapter 4 – The Doll's Search

Balduq City

Watch the scenes that transition from the previous chapter to this one and we'll even have Credo here in the Dandelion. He "only came" for the free drink. Mmhmm. Anyway, watch the scenes and as they come to an end, Dogi will tell us somebody new joined the crew (that's Silhouette from earler!). We're also told that there are new to be done from the Bulletin Board, so that's also nice!

Start by talking to Dogi and checking the Ritual Relics. We'll be able to do a new one, **Lux Cannon**.

Afterwards go ahead and talk to Parks who's sitting down here. He'll tell you about a little girl he wants to help get out of prison (a little girl?). This will start a sidequest, but let me tell you, it's a lengthy one! We will get a new member for the Dandelion however so I recommend you do it as soon as you pick all of these quests up.

- Prison Rescue

Now head upstairs and speak to Yufa who should be behind the counter. Give her the 2 recipes we got if you haven't already (Baked Potato and Compote) and you can now make them. Both the Baked Potato

and Apple Compote are great, the former if you want to gain levels faster, and the latter for boss fights! I recommend cooking a couple of these so our next dungeon. Since we're talking to Yufa, give her the **Straw Hat** we purchased from the Main Square back in chapter 3 (outside the bathhouse) to increase her affinity and get the support skill **Battle Cry** (why do I feel she's gonna pop cat ears every time I see her?).

Go ahead and check the Bulletin Board and pick up the requests that are here for us:

- Bathhouse Debauchery
- Wanted: Maretudos

Also speak to Silhouette, the maid we rescued. She's on the southern side of the first floor.

She'll introduce you to her employer, **Professor Vallin**. They will both be very useful to you:

- **Silhouette** will perform "errand runs" for you, which basically means she'll be the all-in-one shop from around Balduq. You know how there's been like 100 shops so far? Well, you can but from her instead you personally going. Technically you're giving her the money for her to go but the stuff for you, but the end result is basically the same thing. The only thing she won't be buying for you is equipment crafting, unique items and won't brew medicine. Basically she won't do the important stuff. Got it.

- **Professor Vallin** will give you rewards based on how many **Graffitis** you've discovered so far. Yeah, we've found Marguerite who'll exchange for prizes, and now we've got our man that'll exchange the Graffitis for rewards.

With that said, talk to Vallin once more to report on the Graffiti. If you've been following the guide then you've gotten all of the Graffiti thus far (22 total). He'll give you a reward every 10 Graffiti you report, so with 22 at the moment we'll get **Swift Grimoire** and **Aeolus Urn**. The former lets Krysha learn the skill **Rapid Slide**, which is a fantastic skill that allows her to move around really fast while attacking the enemy. The latter is a Sacramental that when equipped allows you to attract items that enemies and harvest points drop so you don't have to run over them. Really useful.

We can also find Doctor Saradhi from one of the previous sidequests here, sitting at the central bar, but she doesn't say much. That's about it for in here. I recommend you upgrade your weapons right now and do those 3 sidequests (Parks' and the other 2 from the Bulletin Board) because of a couple reasons:

1. We get some neat rewards from them, as well as it's for the 100% completion trophy.
2. We need to get 100+ NOX remember? And sidequests are the best/fastest way to get it.

Once you're done with these sidequests talk to **Alex** at the Balduq Visitor's Kiosk near Dandelion and report on the landmarks you've found so far. We have 5 so far and he'll give us **Life Elixir**. Nice! Now head to the Central District and approach the **Le Bistro Blanc** to find Chante. Speak to him to start a new sidequest.

- One in a Bouillon

And with this we are pretty much done. From here, if you've done all the sidequests listed then you have more than 100 NOX, which means you can challenge the Miasma Vortex in the Main Square district (on the northwestern side). Before we do, head to the Graffiti behind the cathedral (where the is) and Credo will get an increase of STR and DEF. Neat.

Now, before we do the Miasma Vortex, we're going to go get the remaining collectibles from the **Hieroglyph Commandery** district. Remember we could only get a handful before? Well we can finally fully explore the area. If you don't want to then head to the section below where the Miasma Vortex's siege starts.

Hieroglyph Commandery Collectathon

Ok, so we're missing a total of 6 and 3 . Since I'm only listing the chests here it'll go by quick, I promise. Remember, if you want help the , go ahead and click HERE for their locations.

Starting from the Relief Tile head north to where the chest we previously opened is (right next to the canal). Run to the very top of the tower and you'll be able to find a up here, this one with **1000 Gold**.

From here go north-northwest across the canal and at the very end of the area (past the tree) you can find yet another in the corner, this one has **Tomato x5** inside.

If you go south now following the western wall you'll be able to come across a shack that has a inside. Sadly, similar to the previous shacks like this in the city, you cannot get the chest thanks to the guard here. We'll have to come back later.

From here follow the canal southeast, go past the central bridge and keep an eye on your right to see some buildings. Jump behind them and you'll be able to find a in the corner, containing **Sedative x2**.

From here go south following the wall and as you run east behind the buildings, jump to the front of them to find a in the corner with **Red Meat x5** waiting for you.

Now go north to the canal and follow it back west and northwest. As you do keep an eye on the bottom where you'll be able to see a across the canal. Glide down there to find **Nors Bleu x2**.

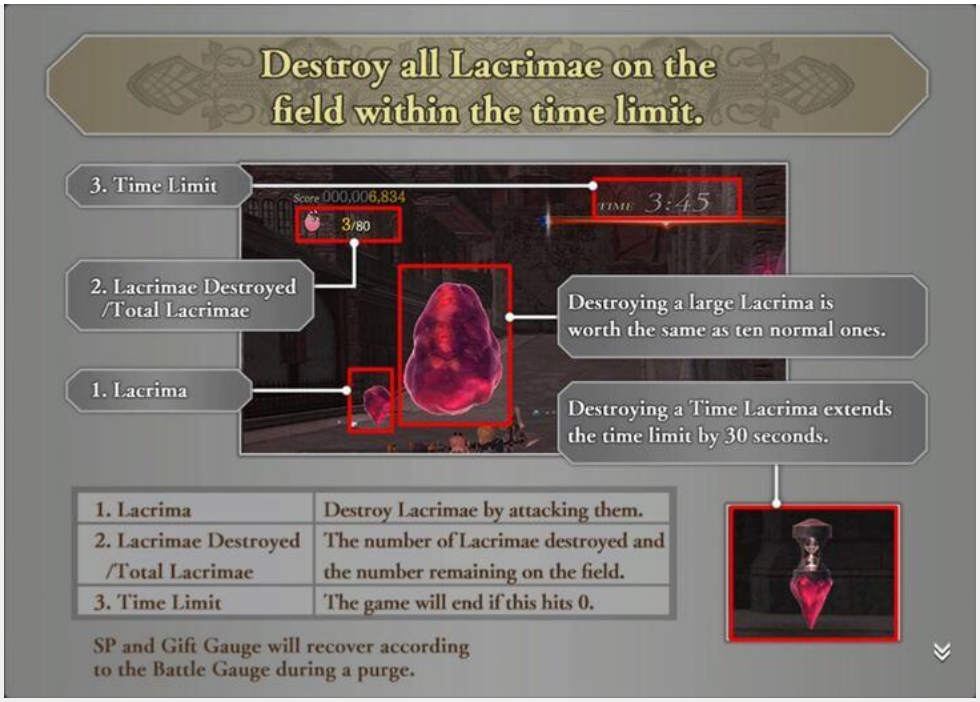
And that should be it. We should just be missing that one chest inside the shack that's being guarded. And with that, head back to the Miasma Vortex northwest of Main Square district.

Main Square district Miasma Vortex

Once ready approach the Miasma Vortex and start the siege.

Ride the Monstrums Purge

Ok, so this is a different kind of siege! As you can see we have only 1 wave this time but you'll see we have a little scene at the start where we get to see what a **Lacrima** is. Apparently it's a concentration of enmity that is physically manifested as this crystal. Our objective in these kinds of sieges are to destroy all of these Lacrimas before the time runs out, which are called **Purges** instead of Sieges.



As you can see you have a certain amount of Larcima you need to destroy to complete this purge. 80 to be exact. These are a bit easier to do than the siege so have fun. There will still be enemies throughout the area so be careful. The enemies here don't give you Lacrima or anything so you can fully complete this purge without touching a single enemy.

Keep in mind those Time Lacrima. They're scattered throughout the arena (they're an hourglass with lacrima underneath) so use them whenever you need extra time. They also count as a lacrima so you'll need to destroy them eventually.

I recommend you play as Adol during this purge because his attacks are more precise and he does a lot of horizontal slashes, which make it much easier to hit the lacrimae. Krysha likes to hop when she attacks and you can often miss the Lacrimae while Credo is all pokey pokey.

You're also told about the different sizes of lacrimae. The small lacrimae give you one, while the big ones give you a whopping 10. Once you reach a certain amount of lacrima destroyed (50 in this purge), a boss will usually appear here.

From here on out you'll have 2 options, to destroy the remaining lacrimae or to kill the boss. Honestly I feel like it would be faster to kill the "boss" of the purge than to look for the remaining lacrimae, but you may do whichever one you want. This "boss" is like the lord of the night from all the previous sieges, which is basically a stronger regular enemy and not really a boss like those you'd find in a dungeon.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Chamomile x2	Iron Ore x4	Spirit Lumber x4	Glossy Leaf x4
First Time Rank	Warlord Elixir	Nors Bleu	Sweet Remedy x8	Ultradense Bone x2
First Time Clear	Suzhen Talisman	Dark Drop x2	Thick Hide x2	Sturdy SHell x2

And with that, we're free to fully explore the Artisan Lane district. See you in the next page!

Artisan Lane Walkthrough

Welcome to Artisan Lane. This place is full of buildings and alleys so we'll be running along the rooftops quite a bit. Also, there's a total of 11 , 18 , and 8 Graffiti total. We can get everything on our first visit so that's fantastic news. We've got a sidequest we can start here as well, so let's get started.

Ask around at Rijndael Antiques

Right off the bat we have a **Landmark** in front of us, **Memorial Tree**. A scene with Yufa and Dogi will play before you can get it, so do so after the cutscene.

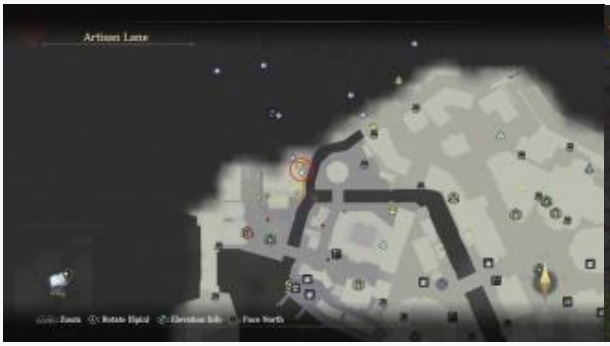
Now, before you approach the building with the follow the canal west to find a behind the crates and barrels with **White Asparagus x5**.

Approach the building now for a cutscene. You can go ahead and look around the store, but examine the cute little "doll" for another cutscene. We get some info and even a note that the Monstrums were here. Oh well, time to go gather intel!

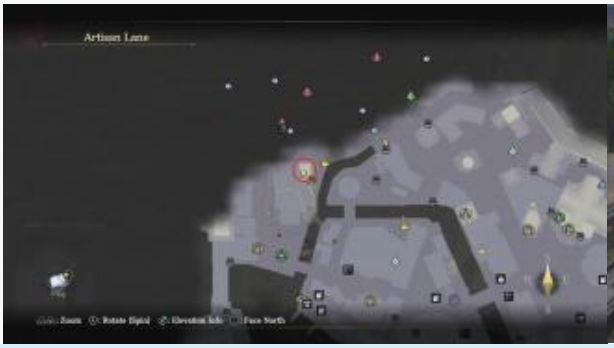
Gather intel at Artisan Lane

Once back outside check north of the Memorial Tree to find a **Graffiti** out in the open.

Now, from the Memorial Tree go northeast following the canal and you'll come across a near the end, this one containing **Antidote x2**.



Afterwards run up the tower right next to this chest and you'll see a little beam sticking out of the southern side of it. Stand on it to find another **Graffiti**.



THIEF NOTE: This is another note left by a thief (like the one in Main Square). There's some treasure to be found here. Fast travel to the Agricultural District and go to the southwestern corner where the cows are. Check the southwestern corner of their pen to find your treasure, **2000 Gold**.

Now just northeast of this tower you can find a little shed that has a under it with **Nors Bleu x2**.

Just north of this last chest you can run over the house to find a little area surrounded by houses that has a with **Life Elixir**.

Go northwest now to the to find **Marcel's Smithery**. Approach the place to trigger a little scene, then talk to Marcel once the other guy leaves to have the scenes continue. Once the scene is over speak to him once more and you'll learn about **Heavy Armor**.

These are great! Unlike the armor you can craft at the market area in Main Square that increases your Evade, the armor here gives you a bit more DEF and also increases your HP. Great to take more hits. Personally I made 3 Steel Armor here. You can get the Iron Ore and Dark Drops from the NOX lantern in the Dandelion's basement and the Sturdy Shells are dropped by the crab enemies (Cuhanni) in Cloaca Maxima. Doing a couple of runs through the dungeon just killing these will net you tons of Sturdy Shells.

Once you do that, check around the corner to find a **Graffiti**.

Head DIRECTLY north from Marcel's Smithery to find a little alley. Follow it to find a **Graffiti** and underneath the ledge you can find a with **Tomato x5**.

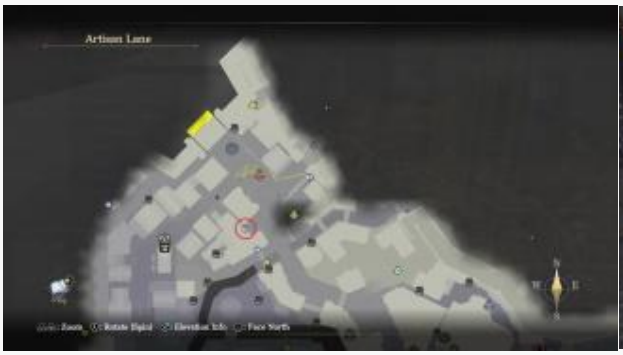
Return to Marcel's Smithery and go up the street to the next where you'll meet Ingrid, the interrogator that was talking to Adol when he was still in prison. Whoops, we do not want to mess around with her. Once the little scene is over, continue up the street and you'll reach where this street merges with the street coming from Central District. Here speak with the man with the to trigger another little scene.

It seems we need to check out the gate leading out of town. Before we do that, however, let's continue exploring.

Check out the west gate

Go north from this man and you'll be able to find a on top of the house next to the gate that has **1500 Gold** inside.

Return to the man and just south of him you can find a little area with a tree. Check behind the tree to find a **Graffiti** on the wall. Just be careful because you'll be fighting some enemies as you read this one.



From here you can run southeast across the building and you'll be able to find another **Graffiti** on top of the bridge.

From here you can head north to the stonemason where you'll trigger a scene with what seems like a "friend" of Credo. This will also start a sidequest .

- Chapterhouse Repairs

Now check the back of this area to find yet another **Graffiti**.

Now you'll see that there's a nearby canal. Follow this canal northeast and you'll be able to find a with **Smoked Meat** in the corner.

And with that, you should have enough NOX to go do the Miasma Vortex northwest of Marcel's Smithery. Doing this one will unlock the next area of this district.

Cruel Angel's Assault

This is a regular siege and we have to fight 3 waves of Lemures.

The first wave is nothing really special. We'll be fighting several Snerpents, Logillon (the upgrade to the Logier), and Anjy. As the wave is coming to an end you'll be attacked by several Tudhor, the frog-like enemies. This is when you'll know the first wave is almost over.

The second wave starts pretty similar with tons of Snerpents coming out of the black pillar. This time however, instead of Logillon coming we have **Gevaudan**, the cerberus-looking enemy. These aren't so bad with all 6 Monstrums attacking them. After them you'll be getting the same exact enemies as you did during the previous wave. Make sure to switch between Credo and Adol to take advantage of the weaknesses.

For the final wave we'll have to fight a **Luciluphan**. These angel looking Lemures are tough and you've probably fought some of them (similar anyways) from the black pillars throughout the Artisan Lane district. These guys are always floating you'll be jumping a lot to hit them. Adol's Gift helps out a ton to get close and personal with him, letting you combo him a bit easier. He does like to move away a ton so keep a close distance to him at all time. Overall super easy, especially since the other Lemures take a couple of seconds to spawn, letting you gang up on him 6v1.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Anguished Tear x2	Dark Drop x4	Thick Hide x4	Sturdy Shell x4
First Time Rank	Tempest Elixir	Smoked Meat	Bitter Remedy	Luminescent Fluid
First Time Clear	Defense Elixir	Iron Ore x2	Spirit Lumber x2	Glossy Leaf x2

After that siege we can finally explore the rest of Artisan Lane and get the remaining collectibles. Start by running up the side of the gate in front of you to find a on top of it with **1500 Gold** inside.

Jump back down and check the building north of where we regain control to find a **Graffiti**, the last one actually and it's pretty funny honestly.

Now head northeast past the building and jump to the back of the shack to find a , this one has **White Meat x5** in it.

Now head all the south to the southern end of the area where you'll be able to find the last 2 in this district, one in the shack and one behind it. Open them up for **Red Meat x5** and **Red Cheese x2**.

And with that (and hopefully you got all the Azure Petals) we've 100% this district. It is now time for us to go to the west gate and examine it. It'll give you a warning. Don't worry, you can still come back to the town after this, **BUT** you do want to prepare because you'll be in a fight like none other with hundreds of Lemures coming at you over and over.

Once ready (save your game before you try) check out the gate and let it know you're ready to trigger some scenes. Poor Aprilis what happened to her? It also seems to be Full Moon over in Grimwald Nox, which means the enemies are going to be much stronger than before.

Full Moon Siege

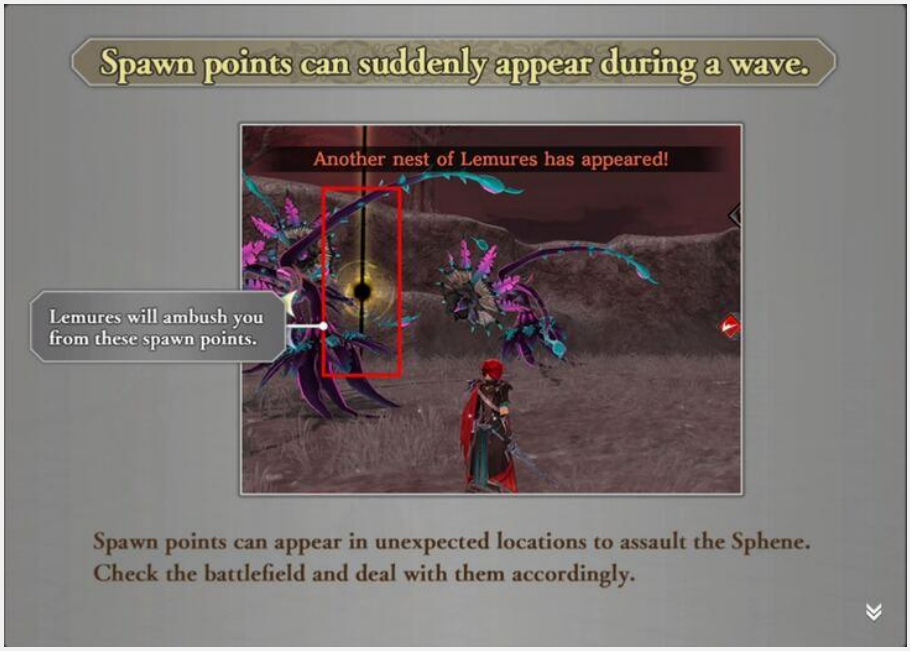
As stated above, this is one hell of a siege. There are tons of waves of enemies as well so you'd best prepare yourself, just like Aprilis tells you.

For the first wave you'll want to main Krysha because we'll be fighting tons of Grosporte. Remember that these enemies can summon smaller enemies called Pyrion, but don't worry about them. The other Monstrums will get rid of them. Your task as Krysha is to start spamming your skills and taking out these Grosporte as fast as you can. You want to do so because we have 5 black pillars and Grosporte will be coming out of all of them. There will be some smaller enemies as well like the Odh but you focus on the big guns. Let the NPC Monstrums take care of the small enemies. Also, I don't recommend you lock on to the enemies here because you can easily switch to another enemy across the arena and lose control of your character.

For the second wave you'll want to switch to Adol because we're going to have several smaller enemies coming out like Garguleos, the cerberus-looking Lemures and Logier. These last ones are weak to , which make Adol great for this part, but not only that but because he has very fast attacks and a wide area, letting you hit more enemies and fast. This second wave is much easier and faster.

For the third wave we're switching back to Krysha. We're going to have several Kosmarion Lemures appear, which I despise. I don't like these spinning guys at all! Krysha makes quick work of them so we're all good. There'll also be a **Zeraphan** taking the spotlight, which is one of those angel-looking Lemures. Switch to Credo when it appears because there will be several smaller enemies come out as well that are weak to , letting you hit them with Credo's skills if they're close. Don't be afraid to use your boost and EXTRA Skill here. The small bug enemies can be really annoying and hard to hit so boosting can help out a ton.

Wave 4 starts shortly afterwards with more Kosmarion so bring out Krysha and as soon as that happens you'll get a little note about **Ambushes**.



Yeah, it seems there will be black pillars popping out of nowhere and in places you won't know until it happens. Of course, this time it appears BEHIND the Sphene so make sure to rush back and kill off the enemies as soon as you can. You want to do that because there are no decoys back here so they'll attack the Sphene directly. If you have boost, use it. Anything to protect the Sphene's HP. And that's wave 4.

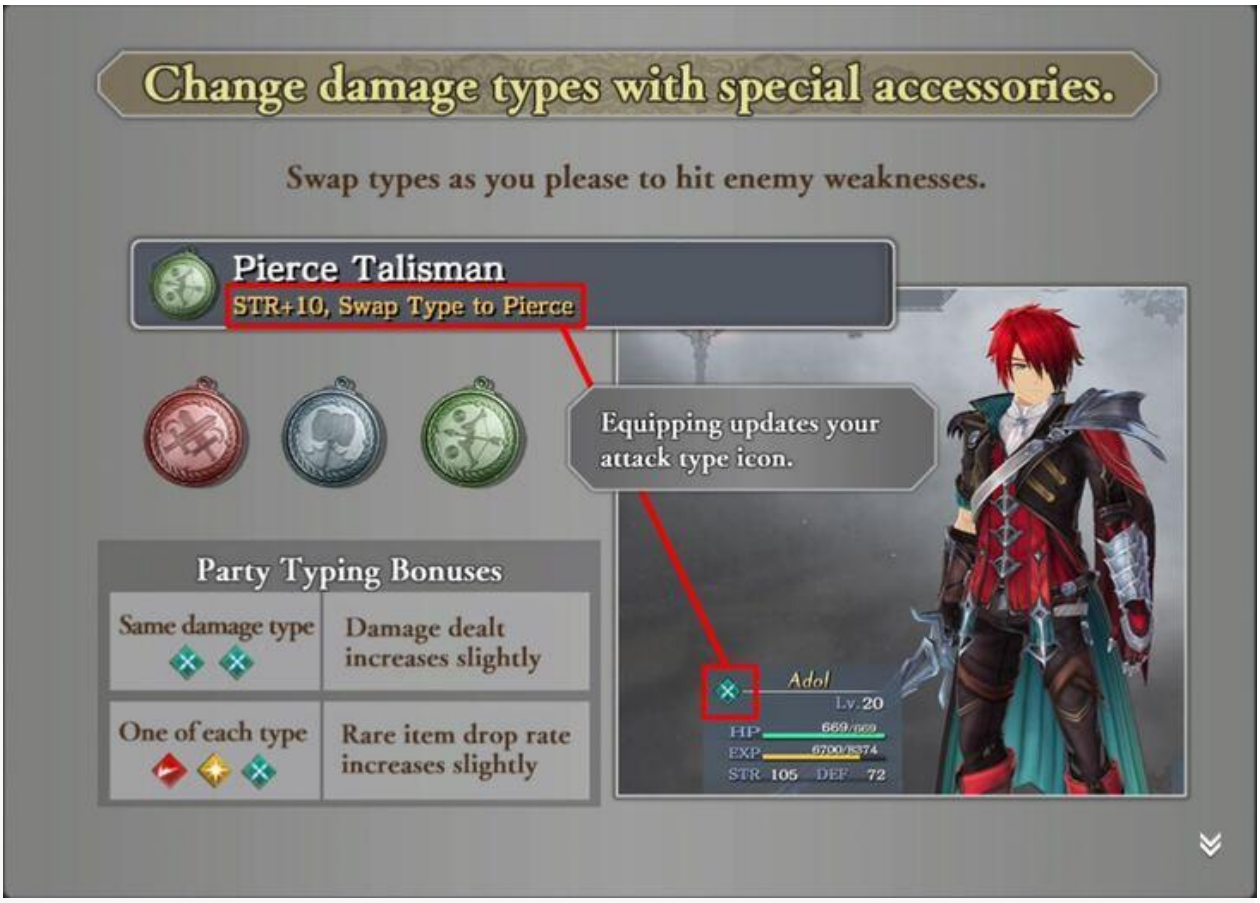
We are not done yet! Wave 5 will start shortly thereafter with several enemies appearing all at once, and this time it's a bit of everything: we have the big Grosporte enemies from the first wave, the angel Lemures Zeraphan also appearing, as well as my favorite Kosmarion and several of smaller enemies. This is a very short wave but can feel overwhelming with all the enemies appearing at once. I started with Krysha to take out the Grosporte and Kosmarion first since they're the most annoying, then I switched to Credo and went to town on them.

After that wave, the final one is finally here. The Lord of the Night makes an appearance, **Disastro**. This thing is creepy. It's a wheel with hands and a face. It has several attacks that are quite annoying, like spinning in place and shooting at you, or laying horizontally and swiping across the area hitting everything in front of him.

This guy is usually floating and you can still hit him while standing on the floor, but it's better if you're in midair. Be careful because he'd not alone. There will be several Zeraphan appearing as well but let the other take care of them and focus on big boy Disastro.

And that's it! This is the longest and toughest siege we've had so far.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Chamomile x2	Iron Ore x4	Spirit Lumber x4	Glossy Leaf x4
First Time Rank	Spirit Elixir	Bitter Remedy x2	Smoked Meat	Tarantiel Thread
First Time Clear	Pierce Talisman	Dark Drop x2	Thick Hide x2	Sturdy Shell x2



Yes, in this game you can change your character's damage type. This is great because you can have pretty much the party you want and play with the characters you like the most and not have to worry about not having the correct damage type. We just got the Pierce Talisman as a reward from the siege, which lets us change any of our characters damage type to . Imagine Krysha's pounding attacks be . Pretty wild, right?

Once you regain control we've got to leave town (FINALLY!). **BEFORE YOU DO**, however, make sure to take a bath at the bathhouse if you haven't already! Remember that we've got to do this once a chapter to get those extra +10 HP!

Once ready leave town to the next area. See ya then!

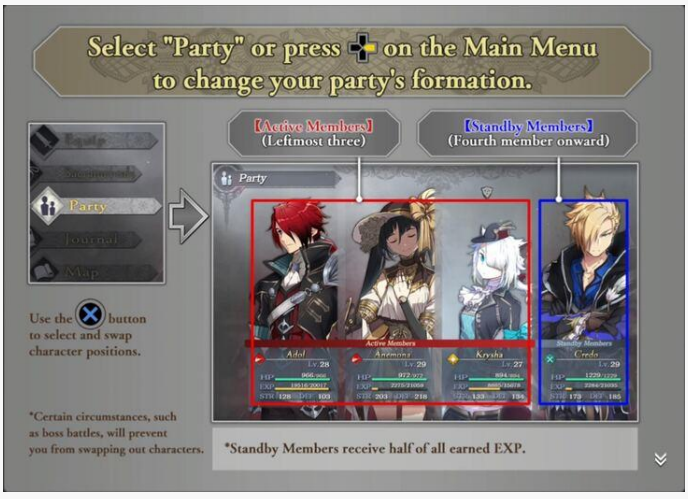
Estatte Road

ENEMY	WEAK	ITEM DROP
Channam	---	Thin Hide, Thick Hide, Red Meat
Ratni	---	Thin Hide, Razor Claw, Cheese
Lubregia	---	Sparkling Leaf, Midnight Sun Drop, Luminescent Fluid, Black Fig

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Glossy Leaf, Chamomile
TREE STUMPS	Aromatic Lumber, Spirit Lumber, Glossy Leaf
ORE DEPOSITS	Copper Ore, Iron Ore

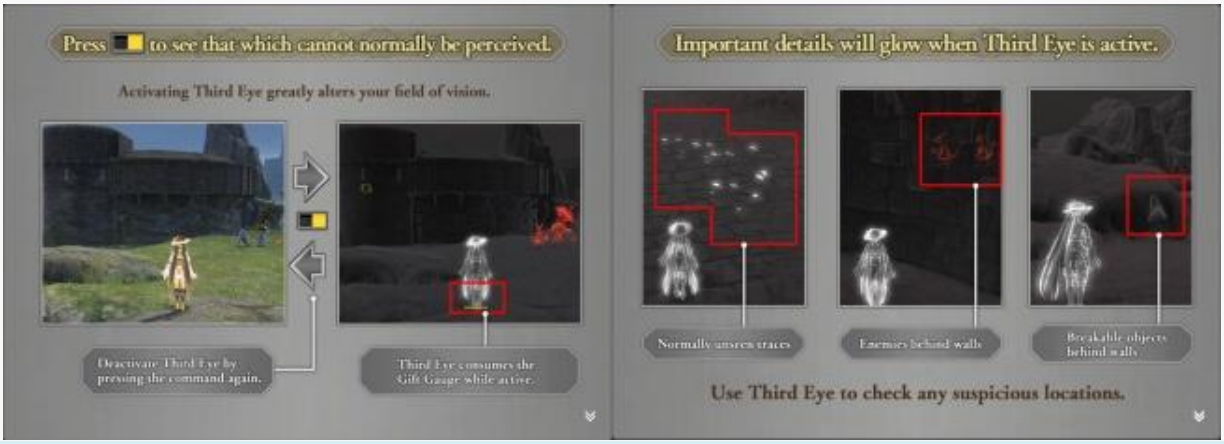
Head for the deserted village

We are finally out of town! Activate the Relief Tile and before you explore any of the area, let's move forward following the road and a scene will play where best girl in the game **Doll**, or **Anemona** will join the party. Hell yeah! We're also told about Party Formation.



Time to select your party. Personally I immediately kicked Credo out of the party for Anemona. Since she's a user just like Adol, I gave Adol the Pierce Talisman so I could have all 3 damage types. You of course may do whatever feels right for you.

We also gain access to Doll's Gift, **Third Eye**, which fantastic as it highlights all enemies and collectibles around you, including Harvest Points. We'll be using this in the upcoming dungeon so get used to using it.



DOLL NOTE: If you head back to the city a scene will play showing you how you're able to play as Anemona in the city. She can't go back to her "real self" like Adol, Krysha and Credo since she's not human, so she'll remain as Doll and wear what looks like a raincoat that Krysha gives her. She looks so pretty. If you go to the Dandelion you can also find her in the kitchen as a doll alongside Krysha. I love Anemona so much!

With that done, return to the entrance to town and we'll actually start exploring now. There's a total of 16 in this area so we'll be exploring quite a bit. I'll try to keep it simple so you don't get lost.

If you haven't done so yet, **MAKE SURE** to go to the bathhouse and take a bath for that +10HP. We are not going back to town during this chapter (unless you personally want/need to) so you won't have another chance.

Start by going south following the edge of the cliff and follow the wall when you get to it to reach a that has **Bitter Remedy** inside.

Follow the wall north and soon you'll come across a man-made stone tower on the wall. Run up said tower and you'll be able to drop inside. There's a little tunnel connecting this tower to another so go through it and on the other side head northwest and out of the tower. From here you can drop down to the southwest to find a lone tower. Looks kind of weird here by itself, but you can run up the side of it to find a inside that has a **Heal Potion** waiting for you. Yes, another bottle!

Follow the path on the groun west to reach an area full of these Ratni enemies (they LOVE to hop around). Kill them if you want and look west to see another man-made wall with some tower sections like the ones below. Run up the wall and the tower to get in on one of these. They are also connected via a tunnel, but what you want to do is to follow these man-made walls and tunnels south until you reach the side of a hill with a tree above you. Run up the side of the hill to get at the very top where you can find a with **Eagle Feather**.

If you go southwest you'll be able to see a cave across a pit with 3 men outside. You cannot go this way yet and if you approach the bridge a scene will play. It seems we'll be coming here in another chapter.

You didn't drop here for nothing though. Right in front of the bridge is a you can grab with **Aromatic Lumber x5** inside. Neat.

For now fast travel back to the Relief Tile at the entrance. We'll continue from there.

Follow the road as you previous did and at the fork you'll see that the northern path is blocked by a massive fallen tree. We cannot go this way nor run up the walls here. It seems we'll have to go around the long way. You can actually use your Third Eye to see the footprints of the people we're chasing going northwest.

Head northwest continuing to follow the road (you'll see the open area to your left where all the Ratni from before once were) until you reach the gate. It seems there's a barrier blocking our path from here and who knows if this one will break at one point, but what you want to do here is to check the left little cubby to find a somewhat hidden that has **Black Belt** inside.

From here we now have 2 new ways to go. If you go south following the gorge it'll take you to the cave with the 3 guys from before. We already explored that area so ignore it. Instead look back from whence we came and you'll see we have 2 paths: the road we just used and another path on the left side. Go down the slope on this left side and it'll take you to a **Landmark** called **Springwater Reservoir**.

Looks really pretty. For now though, head east up the ledge to find a little with **White Meat x5** inside, waiting just for you.

Return to the Landmark and **STOP**. From here look directly southeast to see a man-made tower. We'll be going up to that in a little bit, but also look south and up to see another one of those man-made towers. Run up here and you'll find a inside that has **800 Gold**.

From in here follow the tunnel south and climb out of it on the other side and you'll find here the fallen tree that's blocking the passage (the one from before) and you'll see a little mountain to the west. Climb to the top of the mountain to find a with **Panacea** inside.

Return to the Landmark and go south across the spring and keep an eye on your right to find a near the fallen tree for some **Ultradense Bone x2**.

Climb the rocks to the south now to get up the southern ledge and go south up here to find another with **Grimnut x2**.

Go northeast now following the side of the mountain and you'll go all around it, eventually reaching some enemies guarding a that has **800 Gold** inside.

Head north now and you'll reach a gate that's closed. We cannot go through here so we'll have to go around. Go northwest from here to find a little open area with some fences. Look west now to find some more man-made walls and towers (it's the one we saw before from the Landmark). Run up the northern tower to find another , this one with a **Defense Elixir**.

Head to the fences, activate the Relief Tile and go north first to find a at the very end with **Iron Ore x5** inside.

Return to the Relief Tile and go east into the settlement. Approach the to trigger a scene.

Investigate the deserted village

Not much going on here. You can find the last 3 here inside each of the broken down houses, which have **Red Cheese x3**, **Red Meat x5**, and **Antidote x3**.

Once you've grabbed all 3 go inside the building with the to enter the **Deserted Village Home**. I'll keep it here since there's not much going on.

Follow the opening in the wall down watching the scenes and breaking objects until you reach the bottom where you'll see who committed the crimes in the city. How did they mistake them for us? When asked agree to burst the door open to have the scenes continue. Once ready go ahead and jump down the hole to reach the dungeon of the chapter!

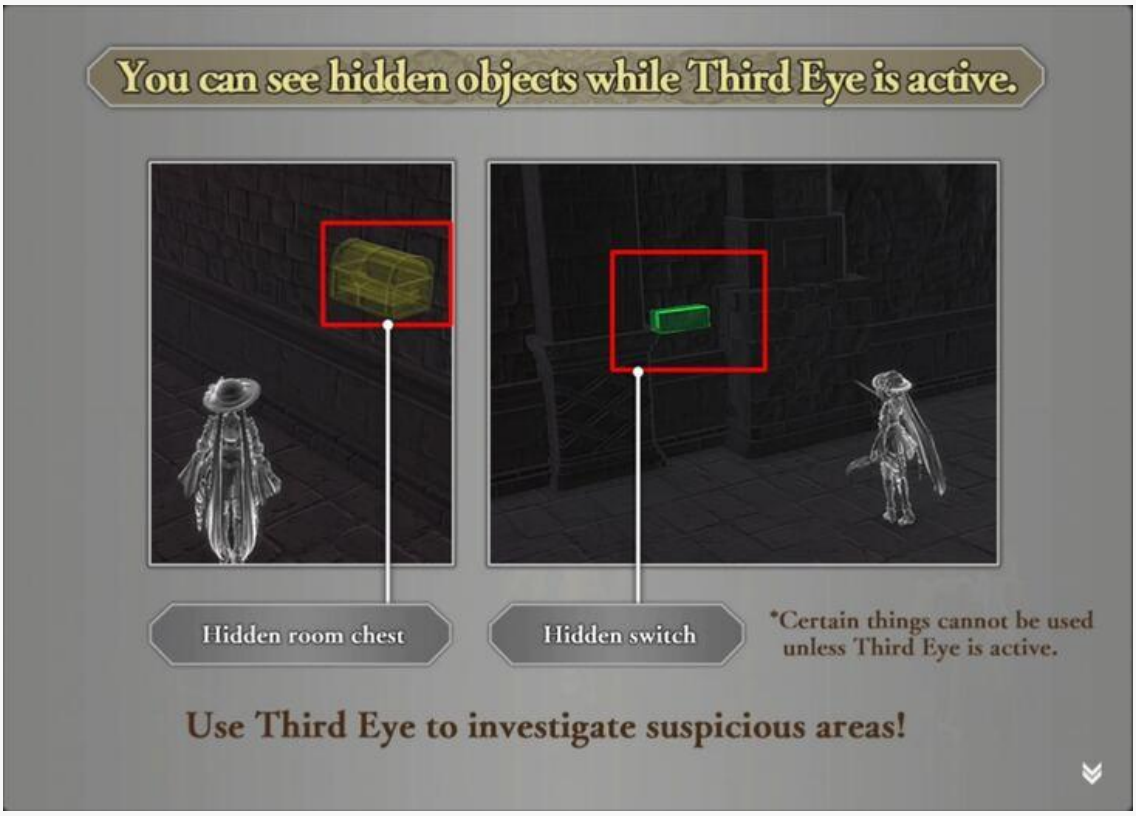
Concealed Path

ENEMY	WEAK	ITEM DROP
Culeiyo		Faint Drop, Flourescent Fluid, Anguished Tear
Mudhu		Faint Drop, Flourescent Fluid, Anguished Tear
Tarantiel	---	Sturdy Shell, Armored Shell, Tarantiel Thread

Tarantiel Egg	◆	Dark Drop, Anguished Tear, Midnight Sun Drop
Mushahr	◆	Faint Drop, Dark Drop, Anguished Tear, Mushroom
Veidon	---	Anguished Tear, Beast Hide, Indestructible Shell, Raisins

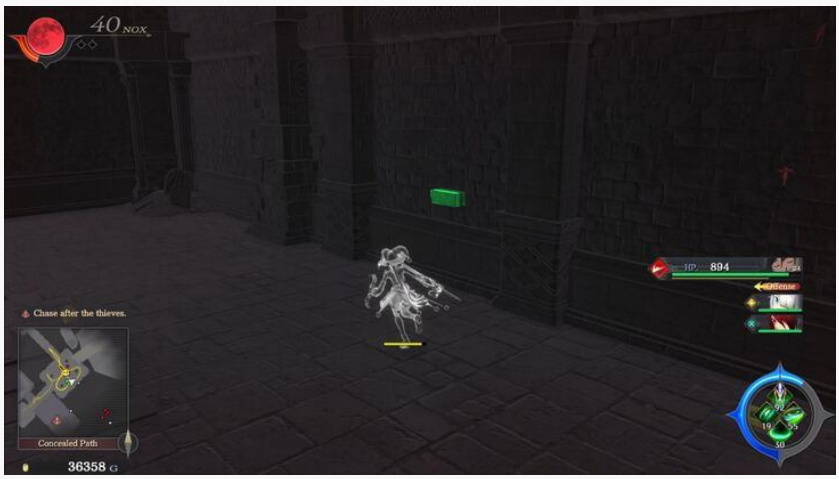
HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Glossy Leaf, Chamomile
TREE STUMPS	Aromatic Lumber
ORE DEPOSITS	Copper Ore, Iron Ore
BREAKABLE OBJECTS	Marl Flower, Thick Hide, Copper Ore, White Nut, Dark Drop

As soon as we start the dungeon we'll have a little scene and we'll get a little bit more info about Anemona's Third Eye.



Throughout the dungeon you'll find hidden switches... a lot of them. Make sure to use Third Eye A LOT during this dungeon to see them. And with that out of the way activate the Relief Tile and move forward to find some new enemies, **Culeiyo**. These guys like to float around and not do much. They are super weak to though and they die fast, which is nice. If you go left you'll see that it's a dead end, but you'll also see that it has another new enemy, **Mudhu**. These guys drop from the ceiling and are weak to .

Return to the room and use your Third Eye to find your switch on the southeastern wall. It's the incredibly bright brick and you can only press them while using Third Eye.



Proceed to the next room where you'll find another new "enemy", a **Tarantiel Egg**. These things don't attack but if you attack them you'll have a couple of seconds to destroy them otherwise they'll spawn a **Tarantiel**, an actual spider so be careful. These Tarantiel like to shoot webs from their mouths and smack in front of them with their 2 front legs so try and stay on their side at all time.

In the room adjacent to this one are more Tarantiel Eggs and Culeiyo. Kill and destroy the egg and use your Third Eye to reveal a switch on the ground you can press. Step on it to reveal a hole in the ground. Drop down to find a with **Tarantiel Thread x2** inside.

Open the gate here and don't go through. Return up the hole and use your Third Eye to reveal a switch on the northeastern wall. Push it go through the corridor to find a room with a . **BE CAREFUL** and use your Third Eye to see a large part of the ground is green. If you step on it you'll fall. Go around it and open the for **Vortex Grimoire**, a book that teaches Anemona the skill **Mistral Epee**.

Go ahead and drop down this hole right now and down here move to the next room where you'll have several Mudhu on the ceiling. Kill them and look on top of the wall on your left as you come in to find a on top of the wall. Open it up to find **Panacea x2**.

Go southwest now and you'll reach the gate you previously opened. Go northwest to the next room that has some Culeiyo. Use your Third Eye here to reveal a switch. Push it to reveal a in the room behind it with **Iron Ore x6** inside.

Return to the previous room and follow the other path towards the to catch up with the impostors. They'll escape after som Tarantiel ambush us so get to killing once the scene is over.

Before you proceed, use your Third Eye to find a switch in the eastern part of this room that reveals a with **800 Gold** inside.

Go northwest now to find a **Landmark** called **Cave-in Runoff Deposit**.

Use Adol's warp to head up and before you follow the halls look back and you'll find a hidden in the corner that has **Nors Bleu x2**.

Follow the hallway now to reach a Relief Tile and a lever. Flip the lever and it'll open the path that was blocked before. Anyway, heal using the Relief Tile and prepare yourself because we'll have a boss fight up ahead.

<Silent Warrior of Stone> MES BELLATOR

LEVEL	HP	STR	DEF	WEAK
27	18100	263	945	---

This boss looks great! He comes equipped with a huge sword and a massive hand cannon. Despite his appearance, he's on the easier side and is not weak against as I thought he would.

Mes Bellator is probably the easiest boss we've had yet, even those near the beginning of the game. The reason is because the boss doesn't move from the center of the room and is also extremely slow in attacking. All of his attacks are extremely simple to read so you have ample time to dodge and/or prepare for the attacks. Mes Bellator does hit hard I give you that, but being able to predict every single move with enough time to get away/block makes him just too easy.

What I can say, however, is that he has incredible DEF. You'll barely do any damage to him while you attack, but what you're aiming to do here is not necessarily damage him but increase his Break Gauge. Breaking this boss lowers his DEF considerably and really lets you hurt him. And what's even better is that, unlike other bosses, he remains broken for a long time, really letting you lower his HP gauge by 70% from when you start attacking him to the end of his break phase, which is insane, and since he's not weak to anything, use any character you want. Of course I went with baby girl Anemona because her attack, although a bit lower than the rest, is the fastest attacking character we have, which can dish out a ton of damage really quick, especially if you spam your skills and use your boost and EXTRA Skill.

- **Vertical Slash**: raises sword and slams the ground with it, releasing a fire trail. You can easily dodge this one because you can tell when he's raising his hand. He'll follow you as you run around him but will stop once he slashes, giving you enough time to run out of danger.
- **Area Beams**: he shoots 3 beams to the ground that create a circle that damages you if you step in them and will continue to hit you as long as you remain in them. He covers his face as he's preparing this attack so you know when it's coming. He also only shoots them in front of him (maximum underneath him) so run out of the way and use the other side of the arena until they're gone.
- **Fire Spin**: he places his sword imbued with fire behind him, wait for a second or two and spin in place, creating a little fiery whirlwind. As soon as you see fire and the sword at this back, run away and if you feel you're not going to make it prepare to block the attack.
- **Fire Rain**: he raises his cannon and it starts spinning. As it does, several fire balls shoot to the air and land all around the arena. As each of these fireballs land they'll create a small AoE that will hit you if you're too close. You can see where these are going to land so stay away from them.

- **Fire Slash**: similar to his Fire Spin attack, only that the sword, also imbued with fire, is placed on his left side under the cannon. After a second or two he slashes in front of him, covering the entire ground in fire and also creating a fiery shockwave to hit you even if you're at far from him. As soon as you see his sword going to his left side, run away and as he swings jump and glide to avoid damage.
- **Explosion**: he aims his cannon to the ground, it starts spinning and charging up. He then places the cannon on the ground and shoots, creating a large explosion all around him. Despite the fact that you see fire all around him the actual attack are the shockwaves on the ground. Double jump right before he hits the ground to avoid the attack completely.

After the fight go northeast and use your Third Eye to find a switch on the ground. Step on it to lower the platform ahead and after you do kill the enemies and follow the hall until you reach a large outdoor area. Prepare yourself because this is a large area with tons of chests to get. Note that there are two new enemies here: the first one is **Mushahr**, a mushroom-looking enemy that sits alongside the mushrooms in this area. He blends in with the other mushrooms so you can bet there's at least one Mushahr in every group of mushrooms you find. The second enemy is **Veidon**, a gigantic and creepy monster that's hidden on the ground and will raise and attack you as you get close to it. An easy way to kill it is to place yourself in its armpit and he won't be able to attack you as he'll move you around as he tried to turn around.

Anyway, from the entrance look south to find a large tree root going up. To the right of it you can find some vines on the wall blocking the path (you can easily see them with your Third Eye).

Before you do anything, check behind the large tree root to find a just sitting there waiting for you to open it. It has **Smoked Meat** inside so make sure to get it.

Now break through the vines and follow the passage to find a hole in the ground. Jump down and use your Third Eye and locate the switch on the floor. Step on it to open up the ceiling above the switch. This your way out. Before you leave however, open up the at the end to find **Binding Bangle**.

Leave this area now through the hole you just opened and you'll be right next to the large tree root. Neat, right? Anyway, go up the tree root and you'll see a at the end. **BE CAREFUL** and use your Third Eye. You'll see that the ground is green which means it's breakable. If you fall you'll end up at the very beginning of the dungeon. Instead go around it and open up the to find **Rakshasa Bangle** waiting just for you. This is a sacramental that increases the speed at which your Gift Gauge charges, which is pretty neat.

Return to the bottom of the tree root and go north now to find an entrance to some ruins. Head inside and you'll find tons of Mushahr. All of these guys are protecting a that you can open after (or during) you kill them for **Dark Drop x6**.

From here look up and warp up here. Follow the passage up here to be back outside. You'll be able to see a on top of a pillar in front of you. Jump across and open it for a **Tempest Elixir**.

After grabbing this last chest, look northeast with your Third Eye and you'll see a little cave covered in vines. Break through them to get the with **Chamomile x3**.

From here return to the large tree root and go southeast to have some appear on the map. For the lower climb the wall and you'll find a little stone arch that takes you to it. Open it to find **Blue Bandana**.

For the other return across the stone arch and look north to see it on top of a broken tower. Open it for **1600 Gold**.

From here go to the eastern side of this area and you'll find another behind some vines. Go ahead and open it for **Sparkling Leaf x3**.

If you see here this is a circular area with a dead tree in the middle. Run up this tree and look southeast to see an opening into the ruins.

Double jump and glide over it and once in here use your Third Eye to find the switch on the ground. Step on it to open a hole in the ground. This is one way of entering this area. If you want another, easier way, go to the southwestern side of this room (outside) and use your Third Eye to spot a switch on the ground. Step on it to lower the wall into the same room. There's a Tarantiel in here with a couple of Tarantiel Eggs. Destroy the eggs first so you don't have to fight any more of these spiders.

In the next room use your Third Eye to spot the switch on the floor. Stand on it to open up a hole in the ground. Drop down and grab the for a **Shadow Shoes**.

Return back up top and move to the next room where you can find a Relief Tile and a lever. Flip it to open up the large doors that take you back outside. Activate the Relief Tile and prepare yourself because up ahead we'll have the boss fight of the dungeon and let me tell you... it's another extremely easy one!

BATHHOUSE NOTE: This is the last time you'll have to take a bath if you haven't. After this you can't go back.

<Pompous Spider Queen> REGIRANIA

LEVEL	HP	STR	DEF	WEAK
30	19400	293	1749	---

We are fighting a massive spider, but like I said above, this fight is easy, although a bit weird.

As you begin the fight you'll see that the main body is up high and you won't be able to reach it. To lower it we need to hit the legs. If you start hitting them you'll see that you'll barely do any damage to them. The reason is because you need to use your Third Eye to reveal which leg is the "weak" one and you have to hit. As you do you'll see your damage is incredibly high in comparison.

This is the main gimmick of this fight: finding the weak leg and hitting it. Do this a couple of times while evading her attacks and you'll bring her down. Every leg you "defeat" will increase her break gauge by a certain amount so she'll come down once you fill it. When this happens go all out with your skills, use your boost and EXTRA Skill to deal extra damage on her. That's basically all the fight, really.

She does have one "invisible" attack where she shoots spiderwebs underground and zoom in on you. You need to use your Third Eye to see where they're coming from, but besides that, there's not much more to say. I feel the previous boss was better and probably even more challenging. Once you bring her down once she'll do other attacks, like slashing in front of her with her front legs, but you'll most likely be on her sides attacking the other legs that this becomes pretty useless.

- **Poison Shots**: she'll shoot some poison balls from her tail. These are very slow and you can easily dodge them, but you'll most likely be all over the place trying to hit the legs so remember to keep an eye on her tail at all time.

- **Horizontal Poison Shots**: she lowers her tail and shoots poison shots horizontally. She fans out these shots to increase the area of effect so you can either double jump over them or run away to have the shots fan out, making it easier to dodge.
- **Stomp**: the leg you're hitting stomps the ground and creates a little shockwave. Jump when you see it rise and you'll be fine.
- **Mega Stomp**: usually does this attack after you bring her down once. She'll stomp the ground with all 6 legs, increasing the shockwave range to all around her. You can double jump and roll midair to avoid the attack.
- **Underground Spiderwebs**: she sticks her tail in the ground and pumps some spiderwebs that traverse through the ground and shoot out at you. You can use your Third Eye to see the spiderwebs through the ground and see where they're coming out from. Doing so will make this extremely easy to dodge.
- **Double Slash**: she uses her front fangs to slash in the center of the area and underneath her. This attack is hard to dodge because you don't really see her fangs, but it's also very hard (almost impossible) to hit you if you're near the legs.
- **Tarantiel Egg**: she deploys a Tarantiel Egg in the center of the arena. Go ahead and destroy this ASAP so you don't have to worry about fighting a Tarantiel.
- **Horizontal Slash**: when you bring her down and while she's down here she'll use her 2 front legs to slash horizontally. You can block these or jump over them to avoid getting hit.

Chase the thieves through the path

After the fight go through the opening and you'll be in the prison. Follow the path to the area with cells and approach the one with the chest . Open it to trigger a scene with the thieves and afterwards we'll be back in town and go our separate ways. This transitions us into playing with the other Adol.

In the prison fast travel to **North Wing - 5F** and go northwest and down the staircase. Head down another floor to be in **Balduq Prison - ???**. A scene plays as you enter... what the hell is happening? It seems people are having... a party in here? What? You'll have 3 in your map. There are no collectibles here so go visit all 3 of them and watch the scenes. Once you've done so go to the staircase on the eastern side of the floor and go through once the guards leave. Head down stairs and move west to the where you'll be in the prison's chapel and you'll meet a young man by the name of **Darius**. He explains the party and what's happening in here. You become buddies with him and the chapter will come to an end! Congrats! Next up, Bull's Chapter.

The Doll's Search: Clear Chapter 4.

Chapter 5 – The Raging Bull's Treasure

Balduq City

After all the scenes we'll be in the Dandelion's basement. We'll have several sidequests to pick up. We can start right away with Parks. It seems he has another infiltration for us. I swear Parks if this is as long as the previous one I'm going to be mad! Anyway, click the link below for more info on this sidequest.

- Prison Liberation

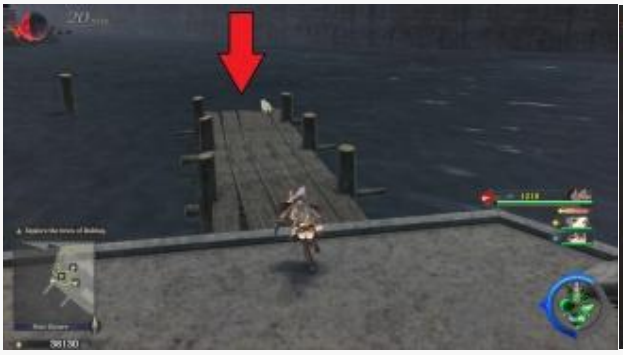
We're going to be going to the Entertainment District in this chapter so that's going to be cool. There's hardly any collectibles there so that's great news for me! Speak to Parks once more and show him your map. We are almost at 30%, sadly we'll get the rewards up to the 20%, which is a **Blade Ring II**. Speak to Krysha and Arche to update Krysha's character note. Now go ahead and head upstairs and check the Bulletin Board to see we have several sidequests . Click below for more info on them all.

- Hazardous Harvest
- Owner, Where Art Thou?
- Wanted: Tarantiels

Since you're here you've probably see Chante is talking to Belger here. Uh oh! I don't like this. Now talk to Vallin and show him your Graffiti. We currently have a total of 30 and it's still not enough for him. We'll come back later. Also make sure to talk to Dogi to get a new relic for the Grimwald Nox, **Pentacle** and **Musketeer**. The former creates a circle that inflicts status ailments on enemies, which is great. The latter fires gravity orbs that grounds the enemies and damages them. Pretty neat.

Leave the Dandelion now and you'll trigger a little scene with Anemone where she'll officially join the party permanently. Dope! Go talk to Alex now and show him the Landmarks we've gotten so far. We have 8 and he'll give us a **Warlord Elixir**. With that out of the way head to the Central District and go talk to Marguerite. Hand her the Azure Petals to get the rewards: for 60 you'll get **Leather Necklace II** and for 70 you'll get **Pretty Pink** (costume for Krysha). Currently we have 78-79 Azure Petals so we'll come back once we've gathered those in the Entertainment District.

For now head to the marketplace in Main Square and do you remember that little pier where something was looking at us? Head there and use your Third Eye to see something swimming. Talk to it to trigger a little scene.



This pink blob is called **Morbihan**. Krysha thinks it's a salamander but nope, this is called an Axolotl. He offers to help you out. Agree to it and you'll take him back to the Dandelion and put him... in a pot.

He'll set up the **Morbihan Mart**, which is fantastic and extremely useful! This is pretty much the same shop as the Lantern of Crossing, but instead of using your Twilight Shards (which are very limited) to buy materials, you can use your gold. This is incredibly helpful to enhance your weapons if you don't feel like grinding! Also make sure to talk to him (not shopping). If you talk to him he'll ask you for some preserved food and giving him some will net you some items.

Everytime you find a new preserved food come back to Morbihan and give it to him. With enough you'll get a reward.

As of right now you should have at least 7: **Raisins, White Nuts, Red Cheese, Smoked Meat, Black Figs, Grim Nuts, and Nors Bleu**. He gives you rewards every 4 items you bring him so you'll only be getting **Smoothie Recipe**. Make sure to give it to Chante so you can make smoothies. Do so and we'll have another food item for Sister Mel at the cathedral. Don't take it yet as we have another recipe coming up.

There are a couple of things we can get/purchase so make sure to do so:

- Buy
    - **Razor-Sharp Knife**: You can purchase this at **Rijndael Antiques**. This is a gift for Tito that increases his affinity once you give it to him.
    - **Floral Hat Pin**: You can strike a deal with Maxim to get it. It's a gift for Krysha and increases her affinity with her.
    - **Trick Deck**: Strike a deal with Maxim to get this. It's a gift for Parks and increases affinity and net you a **Strength Elixir**.
    - **Apocrypha: Sin**: Purchase this at **Edouard's Bookstore** (at the bridge between Main Square and Central District). This allows you to have another sacramental equipped.

- Obtain
    - **Roulade Recipe**: speak with Perry at **Perry's Pub** in the alleys on the southeastern side of Central District (north of Maxim).

Now that you got the Roulade and Smoothie recipes, go ahead and have Yufa/Chante make them at the Dandelion and once you do head back to Sister Mel in the cathedral and give her the Smoothie. You've probably already given her the Asparagus Roulade, but if you haven't give it to her. This should make it 8 meals you've given her. One more for a prize.

And that should be it for right now. If you've done all your sidequests you have more than 100 NOX and the Miasma Vortex at the north end of Artisan Line will appear. Approach, save your game and start the siege.

Lemures Plague Siege

Time for another siege, which means time to defend the Sphene with all we've got. Once the initial scene is over we'll have all of the black pillars in front of us. We start with some Grosportes so bring out Krysha and take them out. Afterwards there will be some smaller ones and some **Grautney** as well. These were considered a "boss" in the last purge, but don't do much besides munch and jump/bite. There will be several of them so be careful. The smaller enemies will continue after them and some Kahazh will appear as well (I hate these frogs!). Have Anemone/Adol take care of them and that'll be it for Wave 1.

In the second wave we'll have a black pillar appear on the southwestern street so you'll now have to be careful of both sides. Do be careful because as you're taking out the Lemures of this new black pillar one of those sneaky ones will appear behind the Sphene. Hurry back to it and guard it. You'll want to focus solely on this one because several enemies will come out of it. You can leave the rest of the Monstrums to the other pillar. Once you've killed them all the sneaky pillar will close, letting you focus on the stragglers.

For the final wave we have a **Neflude**. These are large floating faces that are actually really creepy. Be extra careful against this one because it likes to roll towards you like a ball, knocking you down and hitting you over and over. With the help of the rest of the Monstrums however, this guy won't last more than a couple of seconds. After that this siege will be over. This was quite an easy one to be honest.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Anguished Tear x4	Dark Drop x8	Thick Hide x8	Sturdy Shell x8
First Time Rank	Resurrect Potion	Dry-aged Meat	Bitter Remedy x2	Ultradense Bone x4
First Time Clear	Apis Stone	Iron Ore x4	Spirit Lumber x4	Glossy Leaf x4

Watch the scenes after the Grimwald Nox and the barrier at the entrance to the Entertainment District will be lifted. We'll see each other in the next page!

Entertainment District

Explore the Entertainment District

Watch the little scene that plays out and afterwards we'll have control. Start by activating the Relief Tile and go northwest to find a new shop, **Lillet's Gift Shop**. She sells a couple of accessories that you should already have, but if you don't, the Shadow Shoes are great. They come in clutch against a boss at the end of Chapter 6 (and we're still at the start of Chapter 5 haha).

Now let's go around town collecting and Graffiti. Remember that no here, but if you want help click HERE for all of their locations.

From the shop go around the corner up ahead and you'll find a with **Emollient x2**.

From here continue following the street to the northern side and run up the northern gate to find a up here with **2000 Gold** inside.

Now run to the very top of the gate and you'll be able to find a **Graffiti** on the floor.

THIEF NOTE: This is another note left by a thief (the second to last one). For this one you'll want to go to the Hieroglyph Commandery and on the southern side you'll find a tree with the ? on it. Check behind the tree to find your reward, **4000 Gold**.

From this last Graffiti go east and check in between the northern wall and the building to find a with **Red Cheese x2**.

Now, directly south of the chest you can find a **Graffiti** on the side of the pillar on the coliseum's wall. Just be careful because you'll fight some Lemures when you read this one.

Now warp up to the top of coliseum and check inside the coliseum itself for another **Graffiti**. It's on the same wall/pillar as the previous one, only a bit higher. Just remember to come back later because this Graffiti gives the Raging Bull a little buff.

Return to the main street and continue going south and you'll find a gladiator (at least seems like it).

Speak to him to start a sidequest .

- Scam on the Lam

In front of the gladiator you'll find **Jessica's Brewery**. This shop sells the meal **Cheese Gratin**, which you can take to Sister Mel in the cathedral. She also sells **Coffee Beans**, an important gift that you can give to Silhouette. Make sure to buy it and give it to her.

NOTE: If you give Sister Mel the Cheese Gratin it should be your ninth meal, which will net you the **Tellurian Talisman**.

Now check behind the Brewery and you'll find the last of the district, and this one has **Cheese x5** inside.

If you go south from here and through the little crack in between the buildings you'll be able to find the last **Graffiti** of the district down below.

And that's it for the Entertainment District. There's only one more thing to do here. Inside the coliseum, climb to the top of the roofed sitting area on the southern side and you'll be able to find a **Landmark** called **Balduq Coliseum**.

Finally head to the entrance of the Coliseum where you'll have a long scene play. We meet Felix, Yufa's "friend". Once it's done speak to Dogi to have the scenes continue. We'll be inside now spectating Felix as he battles a bull (after living in Mexico and been to events like these, I hate them so much). Watch the long scenes that play here and something will make the bull go crazy, making the Raging Bull make an appearance. Yes, we finally get to know who the Raging Bull is. I bet you didn't see that coming!

Once the scenes are over the Raging Bull, Yufa, will join our party. Finally! We can also use her Gift now, **Valkyrie Hammer**. This allows us to do charge attacks pretty much. It also allows us to break weak walls and whatnot.

We are back in the Dandelion. Before we proceed with the story check the first floor and we'll have a new sidequest up here (I think this will only be available if you did the sidequest Illness Inquiry back in Chapter 2). Speak to Saradhi to start this sidequest. This is an important one so make sure to do it ASAP.

- All that Glitters

During that sidequest (I really hope you do it) you'll have Saradhi working with you. She'll be the in house doctor and can do medicine for you just like the old man across the street, but the difference here is that you'll find recipes you can give her so you can make even more.

Well, with that said go talk to Vallin while you're still here in the Dandelion and you should have 34 Graffiti locations as of right now. By having 33 you'll get a new reward, **Melty Red**, a new costume, change of color, for Hawk.

Now go talk to Marguerite and give her your . If you give her 80 you'll get the **Ring Rubric**. And with that, head back to the Entertainment District and head to the northeastern corner where the is. You'll see there's a part of the wall that has a different color.

Examine it to trigger a little scene. Once it's over use your Valkyrie Hammer to break it down.

Before we go in to the dungeon of this chapter, I hope you've collected another 100 NOX. If you haven't do so now. Getting an extra 100 NOX will open up the path to the **Prison Outskirts district**, which you could say is another optional area to explore (at least as of right now) and we're going to be exploring it. I'll leave links below if you don't want to explore this district and head directly to the dungeon.

- Prison Outskirts
- Dungeon: Groaning Grotto

The Prison Outskirts is located just north of Marguerite in Central District, up the stairs. I won't be writing up the Grimwald Nox this time because it's a simple purge one outside the city at Estatte Road. We're told here about Anemona's Third Eye gift and how it can help us locate any remaining Lacrimae, which then again, most of these purges is much faster if you just destroy the Lord of the Night to end it. I'll list you the rewards below, that much I'll do.

REWARDS				
	S-Rank	A-Rank	B-Rank	C-Rank
Normal	Snowbell	Iron Ore x8	Spirit Lumber x8	Glossy Leaf x8

First Time Rank	Life Elixir	Luminescent Fluid x3	Bitter Remedy x2	Formian Cuticle
First Time Clear	Strike Talisman	Dark Drop x4	Thick Hide x4	Sturdy Shell x4

Prison Outskirts

Ok, this is a pretty big area. There's a total of 5 , 10 , and 2 Graffiti. Shall we do this quick? Ok, we're going fast! Also, as per usual, all of the directions for the will be located HERE.

Start following the street as it goes southeast and keep an eye on your left (north). There are some towers on the ledge above (3 to be exact). Run up the first one to find a **Graffiti**. This one buffs up Adol. Nice.

Drop down behind the towers and you'll find a containing **2000 Gold**.

Return to the main road and continue following it east. You'll eventually reach a staircase. Before going up check the left side of it to find the last **Graffiti**.

Since you're here, you might as well check the tree above for a .

Head up the stairs now and we'll be in a fork. We cannot go south right now. There's also a tunnel going north and a staircase going up. Go through the tunnel and follow the dirt road as it goes north (the path going east is still block). As you go north you'll find some more towers like those at the beginning. Go up the staircase and you'll see a directly in front of you. Go ahead and grab it.

Now run up the wall on the right just north of this last and up here you'll find a sneaky little that has **Defense Elixir x2** inside. That's great!

Now go up the towers (to the south) from the staircase and you'll find a up here with **Mushroom x5**.

Continue running north now following the ravine and you'll reach an entrance to what looks like a mine. There's a pair of for you to get here.

Now go ahead and speak to the man looking at the pots. He'll give you the **Potage Recipe**. Another recipe for the Dandelion. Now go ahead and grab the on top of the house for a **Bitter Remedy**.

Return to the fork before the tunnel and go up the staircase all the way until you reach the entrance to the prison. This is a **Landmark** called **Prison Entrance Gate**.

Now from here, look northwest and you'll see a little tower sticking out of under the prison. Glide over there to find a sneaky little with **Strength Elixir** inside.

And that's about it! Head on over to the new dungeon in the Entertainment District. It's the next page. See ya there!

Groaning Grotto

ENEMY	WEAK	ITEM DROP
Formi	---	Sturdy Shell, Razor Claw, Armored Shell
Formian	---	Razor Claw, Armored Shell, Formian Cuticle
Disgaze	---	Dark Drop, Anguished Tear, Midnight Sun Drop
Adamangelo		Armored Shell, Beast Hide, Ultradense Bone, Red Meat

HARVEST POINT	MATERIALS GATHERED
ORE DEPOSITS	Copper Ore, Iron Ore, Crimson Spar
BREAKABLE OBJECTS	White Nut, Crimson Spar, Sturdy Shell, Dark Drop, Thick Hide, Spirit Lumber, Glossy Leaf, Midnight Sun Drop, Sparkling Leaf, Chamomile

This is a rather short dungeon but it's easy to get lost in it so read carefully. We also have a total of 12 so let's get exploring.

Start by activating the Relief Tile and moving north down the tunnel. There will be a ton of Formi enemies which are very easy. As you move north you'll see that the tunnel opens up and there's a huge chasm on your left. Stop right here and look west across the chasm. There's a part of the wall that's white, or at least a bit lighter than the rest. You can glide across the chasm and run up here to find a at the top for **Boost Potion**. Another bottle!

Return and activate your Third Eye to find a little wall you can break on your left.

Use your Valkyrie Hammer to break it down but don't go through just yet. Follow the tunnel north to the very end to find a on a little platform with **Panacea x2** inside.

This is a dead end so return and go through the opening you just broke down. Kill the Formi in here and you'll have a slope going up to higher ground. This is the way to go check this lower level to find a that has **Soul Lumber x4** inside.

Go up the slope now and at the top you'll see the cave continues north. Before you proceed turn around and look on the eastern wall for a little ledge that has a at the end with **Formian Cuticle x2** inside.

Head north now to the next area and we'll have a fork right away. Go east first to find a wall you can run up and a breakable wall on top. Go through here and we'll be on a ledge over the "main room". Up here you can find a that has a **Yellow Shawl** inside.

Return and head north now to find another larger room. Head west first and you'll reach some blue crystals. This is a **Landmark** called **Colossal Windhole Deposit**. It's really pretty.

Break all the red ore deposits here and you'll see a in your minimap nearby. Run up the white-ish northeastern wall to find several stone pillars you can break. Before you do look west and you'll see a little ledge that'll take you to the that has **1400 Gold** inside.

Start breaking through the stone pillars and keep an eye on the northern side to find a hidden with **Sturdy Grimoire**. This teaches Yufa the skill **Grand Slam**.

Continue east now and jump down. We'll be in the area before the landmark. Head southeast and you'll soon enough see another on the mini map. Run up the eastern wall and you'll reach a ledge up here that has the with **Crimson Spar x4** inside.

Drop down and continue south. Drop down once more and we'll be back in the ruins part of the dungeon. Going south is a dead end so continue following the tunnel north until you trigger a little scene. Once it's over we're going west through the tunnel. As soon as you enter the open area look right and run up the wall to find a breakable wall. Break it down and you can find a with **Tiger Claw** inside.

Continue north to be back in the man-made tunnel Follow this straightforward path until you reach a Relief Tile. Activate it and save your game because up ahead we'll have a boss fight!

<Fortress-Lurking Artillery Ant> SECTOCANOM

LEVEL	HP	STR	DEF	WEAK
36	41600	335	818	---

Ok this one is kinda disgusting haha. We've got a giant ant in front of us with two canon-looking things on its sides. This boss is extremely simply, mostly because most of its attacks are long range and if you stay close to it you'll have a really easy time.

When sticking close to him the one attack you want to avoid is the slam. This little shockwave deals a lot of damage so when you see it move that abdomen and raise the head make sure to double jump to completely avoid it. Other than that it likes to summon Formi to do its dirty work, but they are so weak that you should be perfectly fine. The other close quarter attack is its bite. Its front legs turn green and try to grab you. You can perfect dodge this attack to avoid it, but you should also be careful of the sickles it shoots from this attack because they act as a boomerang and come back.

Another attack to look out for is its beam attack. If the fight goes on for too long it'll release a large beam and sweeps almost the entire arena, dealing tons of damage. You can double jump over it but you'll have to be quick about it because that beam moves fast.

- **Spikes**: shoots what look like spikes from its protuberances and they stick to the ground in front of it. After a couple of seconds they release a Formi to bug you. You can destroy them to avoid fighting another Formi, but they don't really pose a problem so you shouldn't worry about them.
- **Slam**: slams its abdomen on the ground creating a shockwave around it. You can jump over it once you see the abdomen moving around weirdly.
- **Energy Orbs**: it shoots several energy orbs all in front of it. These explode upon contact and can deal quite a bit of damage if you get hit by several of them. You can double jump to avoid them, or time your dodge perfectly to get close to the boss really quick.
- **Sickle Bite**: it bites and tries to grab you with its front legs. Doing this it releases several green "sickles" that fan out in front of it and after a second or two they come back so you'll have to worry about them even if you jump over them the first time.

- **Beam**: it shoots a really powerful beam that sweeps across the arena. It's possible to double jump over it but it moves really fast so you'll have to be fast as well.
- **Summon**: summons Formi enemies.

After the fight we're going northwest. Use your Valkyrie Hammer to break through the stone pillars. Follow the really straightforward cave until you reach a new enemy, the **Adamangelo**. This is like a large armadillo and it likes to slam its tail on the ground and jump on you so be careful. More importantly, there's a nearby on top of the ledge that has **2000 Gold**.

Continue going further into the cave and you'll eventually reach a room with a broken bridge. You need to glide over the chasm here but before you do look down the chasm and you'll see a ledge under you with a . Drop down and open it up for a **Life Elixir**.

Glide across the chasm now, kill the enemies and check the north side to fill in the map. Go southeast now and you can find a in the room on your right on top of the ledge to find **Dry-aged Meat x2**.

Now go ahead and move southeast to the next area.

We are in the **West Dumping Ground**. Do you recognize this place? Yes, we've been here as the other Adol, and as such there's nothing for us to do here. Do you remember that we couldn't get before? Yes, we get it right now.

Follow these hallways until you reach the area before the . Run up the bridge into the hole and open up that for a **Tempest Elixir**.

Move ahead and go west in the room with the spikes and you'll reach the next area. A scene plays as you enter and if you move ahead the scenes will continue where we find Ingrid, the interrogator. It seems she's finding suspicious things down here. Up ahead you'll get more scenes and after them go down the stairs to find your Relief Tile. Go ahead and activate it, then save up your game because up ahead we'll have the boss of this dungeon, and you'll be surprised if you played Lacrimosa of Dana!

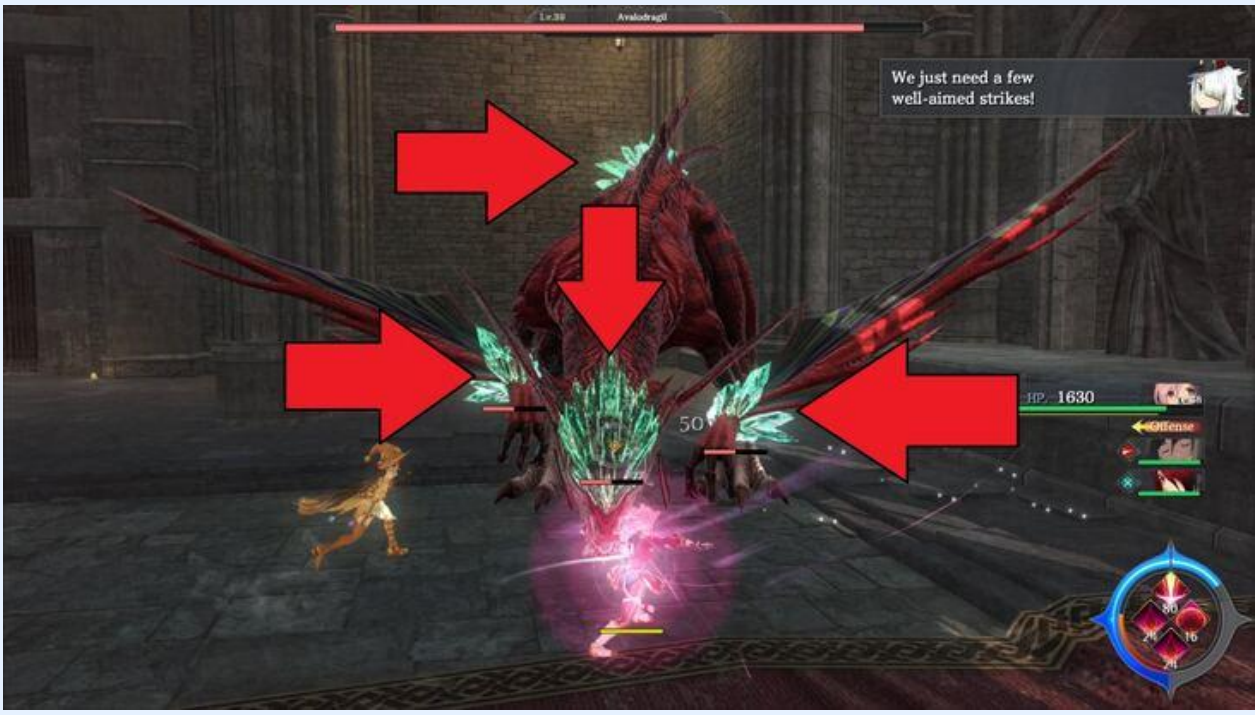
<Savagely Relentless Primordial> AVALODRAGIL

LEVEL	HP	STR	DEF	WEAK
39	40700	407	1085	---

Yes, this is the same boss you fought near the beginning of Ys VIII and he's back and more angry than before.

This boss is extremely aggresive and will try to be on you at all times. It has several attacks that are real powerful so I hope you've mastered how to perfect dodge because it'll come in clutch in this fight. There's a little something you'll be able to see right away, the green crystals on the boss' head, wrists and tail.

Breaking these with your Valkyrie Hammer is a guaranteed stun, which is great to do at the very start of the fight to stun this guy and do a ton of damage really quick.



The beginning of the fight is really easy since the boss doesn't really do much besides the first 4 attacks (listed below). It looks like a lot but they're all easy to predict. Once you get him to like 40% HP, the boss will cover itself in fire. His attacks change from being up close and personal to fire based, creating explosions, fire pillars and fireballs. Still the boss doesn't really do much, which is a shame because he looks really cool.

- **Growl**: he releases a huge growl that knocks you down and pushes you all the way to the edge of the arena. You have enough time to stand up and move around before he starts attacking you.
- **Arm Swipe**: he swipes with one of this tiny arms. You can see him moving his arm back so try dodging backwards to avoid the attack.
- **Charge**: he jumps back and charges at you, trying to bite you. This is an incredible fast attack and you'll have to pay attention to when this happens. It's easy to dodge once you see it coming so keep your eyes peeled.
- **Slam**: he jumps and slams the ground, creating a little shockwave. Double jump as you see him jump and, if needed, glide to avoid the shockwave altogether.
- **Fire PIllars**: once Avalodragil sets himself on fire he'll be able to create some fire pillars that come up from the ground. One of the pillars will appear under you while the rest appear near this pillar. Prepare for this attack as soon as you see Avalodragil on fire.
- **Explosion**: Avalodragil releases a huge explosion. As soon as you see him stand in the middle of the room run away from him because he'll release a huge explosion that does tons

of damage. If that wasn't enough several fire pillars will appear randomly all across the arena so keep on running and dodge if you see one of those pillars appear under you.

- **Fireball**: this is similar to the charge attack, but instead of charging he shoots a fireball. This is easy to dodge if you know it's coming.

Watch the scenes after the fight (very interesting ones) and we'll be back playing as Adol, the other one. Fast travel to the chapel to meet Marius. Watch the little scene and fast travel to the Special Sector afterwards. We need to acquire a VIP pass. We can do that!

Head to the southeastern part of the area to where the is and speak to the Brazen Man down here. He'll pretty much ignore you so walk away and he'll actually call out to you. When he asks, pick **BRANDY** as your answer and let him know about the VIP pass. Head north once you regain control and speak to the drunk man at the counter. Watch the scenes that play and afterwards head back to the Brazen Man. Give him what he wanted and you'll get the VIP Pass.

Head back north to Marius and talk to him. Let him know you got the pass and now go southwest to the and you'll finally be able to pass. Head down the spiral staircase and you'll trigger a little scene with the inmate we saw near the beginning of the game. Remember him? Poor man. Continue going down and go through the gate to trigger a little scene where you'll see several people. Once it's done jump down and enter the tower Warden Belger ran into and go northeast to where the is to find a lock open. Go through the door and head to the bottom to trigger a scene.

When you regain control head back outside and go to the and the guards will leave. Move past them and enter the room at the end to find a hole in the wall. Go through it and enter the next room with . Check the bookcase in the back and you'll get a map. Watch the scenes that play out and that'll be the end of the chapter. This was a short one, but I enjoyed it a lot!

The Raging Bull's Treasure: Clear Chapter 5.

Chapter 6 – The Renegade's Secret

Balduq City

Watch the scenes once you're done with the previous chapter and everyone will still be at awe at what you saw. Even Dogi cannot believe you found a Primordial in the prison's basement. Watch the scenes that play out and we'll eventually regain control.

We're back in the Dandelion and the start of this chapter will be like the previous chapters: grabbing new sidequests, upgrading equipment, etc. Let's get starting because there's a lot to explore during this chapter. As per usual Parks has some info about an inmate that we need to get out. Talk to him down here (he's talking to Iris) and show him the map. If you've gotten more than 30% you'll get a new reward, a **Strength Elixir**. Personally I'm at 39.139%, which is less than 1% for the next reward. Oh well, we'll come back later. These rewards are going nowhere. Talk to him about the sidequest and we'll start it.

- Tobacco To Go

Speak to Anemona and Arche to update Anemona's character note. You'll also see that Tito is not down here like he usually is. Head upstairs and you'll find him talking to a man. Approach them for a little scene. We can use the workshop afterwards. Go ahead and upgrade your equipment if you want/need to. We also got a new rubric, **Ring Rubric**, from giving Marguerite 80 Azure Petals. Give it to Tito and you'll be able to make the sacramental **Einherjar Ring**, which halves the cost of EXTRA Skills. Neat. And since this is an sacramental it affects all party members.

Head upstairs, talk to Chante and give him the Potage Recipe we previously got (if you haven't already) and we'll be able to make Mushroom Potage. We can buy this but it's much cheaper to make it. We've also already given this to Sister Mel, but you can still make some if you need them. Now go ahead and check out the Bulletin Board. We've got 4 sidequests, counting Parks'.

- Calling all Strongmen!
- A Legend of Heroes
- Wanted: Dragia Haman

We still don't have enough Graffiti for Vallin so we'll have to come back later. Don't worry, after exploring these last couple of areas we'll get the last Graffiti. Leave the Dandelion and go talk to Alex. Tell him about the Landmarks and we've discovered 12. We'll get **Vigor Formula** and **Clasp Rubric** for our efforts. The former is a recipe for Saradhi. It lets you make Boost Potions, which increases your Boost Gauge by 100%. Awesome for when you want to spam EXTRA Skills. The later is another sacramental. Take it to Tito and he'll be able to make **Silver Hare Clasp**. I highly recommend you make and equip it as it increases the rare item drop.

Head on over to Marguerite and give her your . You should have over 90. Give them to her and you'll receive a **Tempest Elixir**. Nice. Head on over to Maxim (you go during Parks' sidequest) and you can get **Stylish Glasses** from him (you can get the Mystic Lazulite from the Lantern of Crossing). This is a gift for Hawk. It is also an accessory you can have him wear so that's pretty cool. He looks great on them to be honest.

Finally, head to the Entertainment District once more and go to Jessica's Brewery. Speak to her behind the counter and she'll give you the **Gratin Recipe**. Another one for the Dandelion. We've already given this to Sister Mel as well so no need to take her some (unless you haven't that is).

Once ready, and once you have 100+ NOX, a Miasma Vortex east of the Fountain Plaza will appear. Breaking through it will give us access to the **Noble District**. The last big area of Balduq. Head on over there and prepare yourself for this. It's a purge so it's not that hard.

Binding Reapers Purge

This purge takes place in the Main Square district. The area is pretty big and there's a lot of verticality. I recommend you start by going southeast to the tree, destroying all the Lacrimae around here, run up the tower for some extra time and from here glide towards the roof of the amphitheater. Afterwards drop down to the seating area where you'll be able to find many more Lacrimae. There's a time Lacrima on a balcony on the front side of the amphitheater so make sure to pick it up as well.

From here run around the outer wall of the amphitheater for more Lacrimae and head to the northern side for a whole lot more. Around this time the Lord of the Night should be appearing (at 70 Lacrimae) and it's a giant mantis-looking Lemure called **Curimanthe**. The only thing this guy does is to slash with its arms (both together, or individually) so it's pretty simple to see when he attacks. I highly recommend you take him out instead of looking for the rest of the Lacrimae because you'll be to take him out in less than a minute.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Luminescent Fluid x2	Midnight Sun Drop x2	Beast Hide x2	Armored Shell x2
First Time Rank	Strength Elixir	Gublin Tribe Shield	Bitter Remedy x3	Dry-aged Meat
First Time Clear	Slash Talisman	Crimson Spar	Soul Lumber	Sparkling Leaf

Watch the scenes after the fight and we are now free to explore the Noble District.

Noble District

NOTE: Just a heads up, we're exploring a total of 3 areas in the next page: the Noble District and 2 very small ones. We might as well add them all together, right? I'll be separating them so no worries there.

Head for the Cultural Heritage Site

As you run up the staircase from Central District you'll have a little scene showcasing the district. When you regain control activate the Relief Tile and we'll be ready to collect. There's a total of 8 , 16 , and 4 Graffiti. Remember that no here unless they're right in your face. Instead, click HERE for the location of all the beautiful .

With that said head west from the Relief Tile and go inside the building to find a to your immediate right that has **Antidote x2** inside.

Run to the roof of this building and run up the tower in the northwestern corner to find a **Graffiti** up here. Note that this Graffiti gives Renegade (whenever he joins) a little buff of STR and DEF so make sure to come back once he joins (I'll remind you).

Return to the Relief Tile and go southwest to find a little alley that takes you behind the buildings. Follow this edge south to find a that has **Mushroom x5** inside.

Return to the Relief Tile and go east and up the slope. As you go up go north up the street and go in the first house's front yard on your left. Move to the back of said house to find a with **Smoked Meat x2** inside.

Return to the main street and as you continue east you'll see a beautiful young woman with a . Her name is **Michele** and you'll start a sidequest as soon as you talk to her.

- Masking for Trouble

Head east to the central fountain and look to the south. You'll see a staircase going up and a roofed sitting area on it's left and right sides. Check the right side (west) first to find a **Graffiti** on the wall.

Now check the roof on the left (east) sitting area to find your , this one with some **Emollient x2** inside.

Go north from the fountain and go on the roof of the houses over here to find your , this one with **Strength Elixir**.

From this last chest go southeast on top of the wall and you'll be able to find a **Landmark** called **Four Guardian Gargoyles**.

Before we continue with the story and go to the Cultural Heritage Site go ahead and fight, fight, FIGHT! We need 100 NOX. You should almost be there with all the sidequests we've done and the one we just knocked out. Right here I was at 89 NOX so really close. Go ahead and fight and once you gather 100 NOX you'll see that another Miasma Vortex appears, and this one is on the southeastern side of the Noble District.

This is a Purge Grimwald Eos so prepare yourself because it's something special. Make sure to save your game before trying it because, even though it says recommended lv. 41, you can still die pretty easily at lv. 50.

Coliseum of MadnessPurge

Ok, this one is something else. It's very easy to die so be careful. What's so different about this one is that we'll be in the Entertainment District (all of it) and inside the coliseum you'll find the Lord of the Night. He's going to be out already, but what makes this so different is that the boss is lv. 80. Yes, that's not a typo, **80**. I was 42 while doing this one and you can die in a couple hits from the boss. Don't worry, the boss won't be able to escape the coliseum so outside of it you'll be safe.

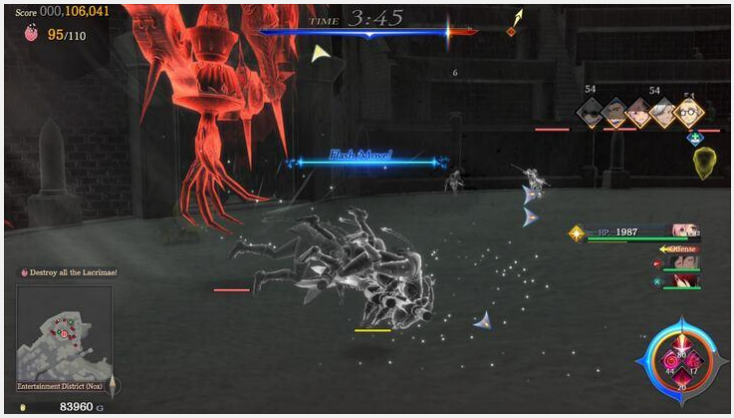
Ok, so I've done this a couple of times now and the following is the best way I found to do this without dying or killing the Lord of the Night. You'll want to start by destroying all of the Lacrimae outside of the coliseum. Make very good use of Anemona's Third Eye so you can find these suckers. They are bright yellow so there's no way you don't see them!

There's a total of 32 Lacrimae outside of the coliseum. Once you have them all (make sure to check the alleys on the northeastern corner of the district as well as the reception area of the coliseum) jump to the very top of the coliseum (the top edge of it) and grab all of the Lacrimae up here. Then drop once inside to be at the top of the seats and go around this upper area killing Lemures and breaking Lacrimae.

At this point you should have 44 out of 110. Now it's time to get those on top of the center. You'll see that in the center there's one of those points you can use to warp. There's also one on each side of the coliseum.

I recommend you start from the northern side where the roofed area is and warp towards the south crossing the entire coliseum and still being safe. You'll notice that as you do this you'll be able to stand on the middle warp point. Use this to warp west and east as well to break all the Lacrimae. Do note that by warping to these two last ones will drop you right into the fight so make sure to get out of there ASAP. Also check where the boss is before you warp to one of these. I managed to land right on top of the boss performing an attack and dying instantly haha.

At this point you should have 57 and all that's left are the ones inside the coliseum with the boss. And yes, these are the hardest ones of course. There's a total of 4 large Lacrimae (worth 40) and 13 small ones. This boss is one of those circle Lemures that are really annoying. It moves just like the previous weaker ones you've fought before, only that MUCH stronger and somewhat faster. Yufa is great here to break the large Lacrimae fast, but you'll have to keep an eye out for the boss at all times. The best thing you can do here is to perform perfect dodges to gain a speed boost and do this faster. The risk is really high but the reward is well damn worth it.



And that should be it. That's step by step how I did it and it was a success... just don't land on an attacking boss haha. Also don't lock on to him because he moves around a lot and you'll get lost real quick.

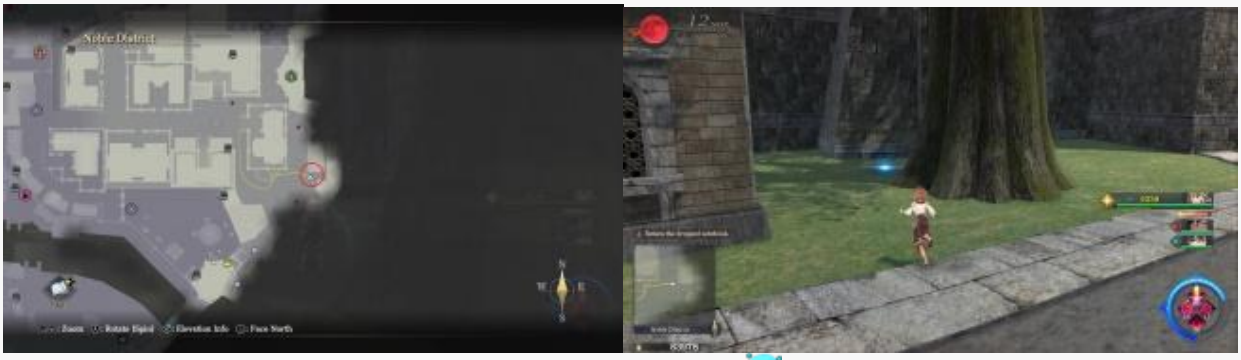
REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Snowbell x2	Crimson Spar x2	Soul Lumber x2	Sparkling Leaf x2
First Time Rank	Defense Elixir	Bloodshot Tear	Bitter Remedy x3	Dry-aged Meat
First Time Clear	Tempest Elixir	Midnight Sun Drop	Beast Hide	Armored Shell

We can now explore the southern side of the Noble District.

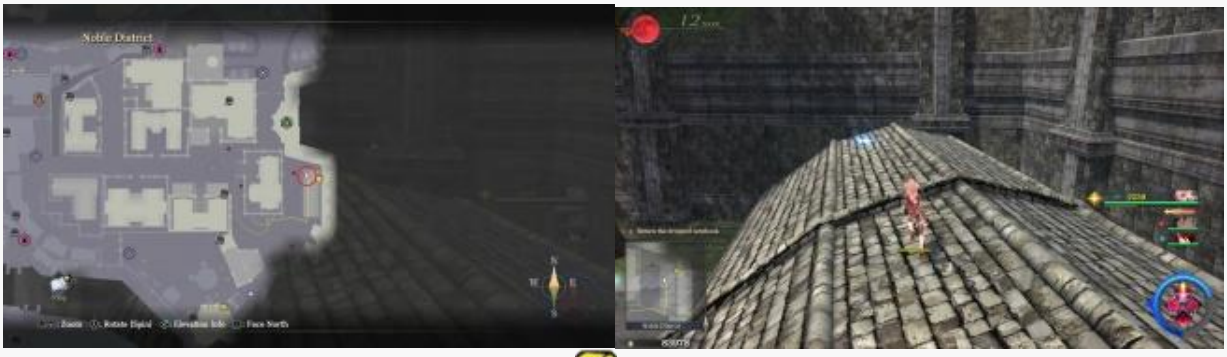
Right after the purge there'll be a tree to your left with a lady looking at it.

Talk to her and during the scene she'll mention a woman in an **ostentatious black garb**. There's only one person we know that fits this description. Yep, Aprilis. The lady will give us the **Broken Charm** and we'll need to find her and give it to her, but not without fixing it first. We'll do that in a bit don't worry. Let's finish up here and we'll do it afterwards. **DO NOT WORRY** I'll remind you.

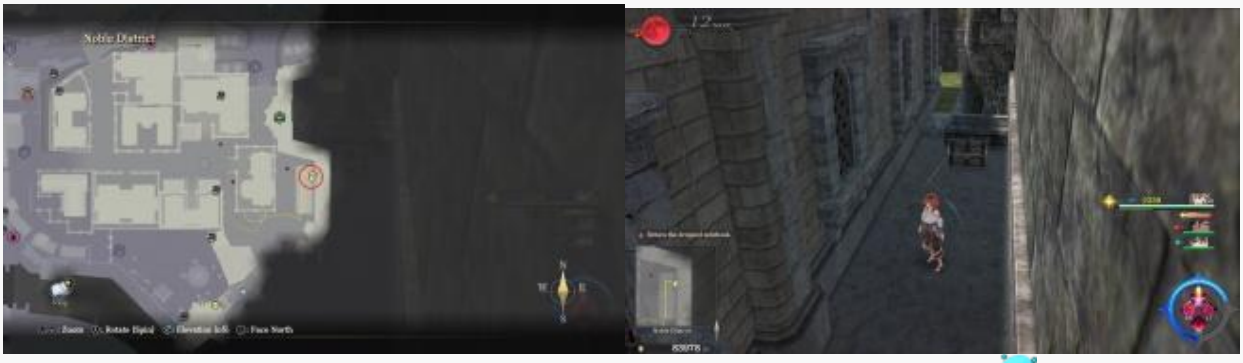
Afterwards go east to the other tree and grab the behind it.



Jump on top of the building to the north and you'll find another .



Now check behind the building to find yourself a , this one with **Cheese x5**.



To the south of the building and tree is the gate of the area. Run up and you'll find a on the edge.

If you run up again to the very top you'll find a , this one with a **Warlord Elixir**. Neat! These are always welcome.

Jump down and go southwest. You can find yourself a **Graffiti** on the ground in the middle of the street. Be careful because you'll be fighting some Lemures here.

From here go south and follow along the wall until you reach the corner where you'll find the last **Graffiti** of the district.

Now go west following the tower and you'll find the last of this area that has **Dry-aged Meat x2** inside.

And that's about it for the Noble District. Before we continue with the story head northeast from the central fountain and you'll reach the next area/district, **Balduq Cemetery**.

Balduq Cemetery

This is a tiny area that's northeast of the Noble District. It has only 2 , 4 , and 2 Graffiti. You can find the location of all the Azure Petals HERE.

As you enter the area activate the Relief Tile and look behind you next to the staircase to find your first **Graffiti**. This buffs up Anemona a little bit, which is really nice.

Move up ahead and you'll find a monument in the center. Northeast of this monument is a little hill with two big trees on top. Check in between them to find a that has **Dry-aged Meat x2** inside.

Northeast from the central monument is a gate to leave the city. We cannot leave but if you check the northern side of it you can find the last **Graffiti** of the area.

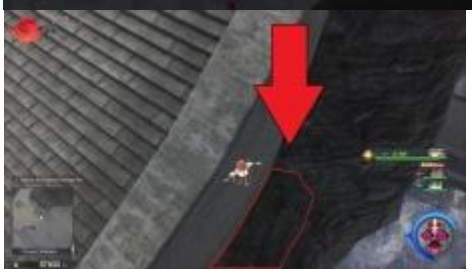
Run up this gate now and you'll find a at the top with **Tonic x2** inside.

That's about it for the Cemetery. Told you it was a tiny one. Time to proceed with the story! Head for the Cultural Heritage Site which you get there by following the street south from the Noble District's Relief Tile and to where the is located at first.

Cultural Heritage Site

This is another tiny area that's on the southern side of the Noble District. It has a total of 3 , 4 , and 2 Graffiti. Pretty similar to the Cemetery we just did. For the Azure Petal locations head HERE.

As you arrive a scene will play. Afterwards go ahead and activate the Relief Tile and you'll see that there will the two stone paths right here. Follow the smaller one and jump on top of the pillar next to the tree to find a **Graffiti**.



THIEF NOTE: This is the last note left by the thief. For this one you'll want to fast travel to the Prison's Front Gates landmark in the Prison Outskirts district and as you follow the path down, jump off the fence on your left and you'll land on a ledge. Down here you'll find the treasure, which is an astounding **10000 Gold**.

Now go to the where you'll meet with Ingrid once again. She's annoying. She's also terrified of ghosts. Watch the scene and she'll run away in panic. Once you regain control, head east and check the northeastern corner to find a **Graffiti** on the wall, and right above you is a with **3000 Gold** inside.

This is the very last Graffiti of the game and in grabbing it, if you've grabbed all the rest of them you'll get a trophy.

Art Critic: Attain 100% of graffiti discovered.

Go south to the statue where the is and you'll trigger a little scene. Hey it's the kid on the wheelchair we met in one of the previous sidequests. What is he doing here? Watch the scenes that play here and he'll drop a book. I guess that's our next objective. Also his name is Jules Noah. Neat.

Return the dropped notebook

Once the scene is done head to the southern corner of the area and you'll be able to find a behind the broken walls that has **Panacea x2** inside.

Now if you look southwest over the wall you'll see ground below and a bridge connecting it with the Agricultural District. Drop down here and go northwest to find a shed that has your last in there, this one with **Tonic x2** inside.

And with this we are done with all 3 areas. Congrats! And by now you should also be able to get all 100% map completion of the City of Balduq. Check every nook and cranny until you get it. We are also missing 3 chests. We're actually missing more than that but we'll get to those in a bit.

To continue with the story head to Jules' house. It's the one with the that's north of the Noble District's Relief Tile. As you approach you'll be told that you should check your equipment. Once you've done save your game and go inside. We'll meet Jules' mom during the scenes and we'll also know who Jules really is. Nice!

During the scenes (or rather near the end of them) we'll be thrown into a Grimwald Nox Siege. Oh boy. This one is also a Full Moon one so you know what to expect... lots of Lemures. I'll not cover this one because it's a beefed up version of the last one with tons of enemies coming out. Make good use your your damage types so you can kill them really fast. What I can say is that the boss of the last wave is a gigantic Goat face named **Vakhmedhu**. It can dig itself in the ground and shoot several black orbs. Still not too difficult when you have all 6 Monstrums going ham on him.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Luminescent Fluid x2	Midnight Sun Drop x2	Beast Hide x2	Armored Shell x2
First Time Rank	Spirit Elixir	Gublin Tribe Shield	Bitter Remedy x3	Dry-aged Meat
First Time Clear	Gdon Stone	Crimson Spar	Soul Lumber	Sparkling Leaf

Watch the scenes after the siege and you'll see that the barrier blocking the southern gate is now gone. We can finally explore this southern area which is where Adol and Dogi came from. Also, Jules comes and he'll finally join the party, although, similar to Anemona, he'll be in his Monstrum form. Neat.

Now, here's what we're going to do. We're going to tidy up the city, going and doing everything we can at this point like collecting the chests we're missing and doing things and we haven't done. Everything is optional so you don't have to do it. I'll leave links below if you want to go to my "Tidy Up" section of the guide and another for the next area, **Milianne Plains**.

- Tidying Up Balduq City
- Milianne Plains

Also, you'll be told about **Shadow Dive**, Jules' Gift. It allows you to dive in the ground and move around without getting hit. It's incredibly useful.

Tidying Up Balduq City

Ok, there's quite a bit of things to do. Many of these we could've done before in previous chapters, but I decided to do everything in one go since we're not getting anything super special. Let's start with something that's been bugging me since the start of the game, the we've been missing. Remember the shack guarded by an enemy guard in front of the Dandelion? Well we can finally get these chests.

All 3 of them you can get the same exact way: go under the wooden plank on the **SIDE** of the shack to get inside. Let's start with the chest here in the Main Gates district. Approach the shack from the north and Shadow Dive under the planks and you'll finally be able to get the inside, which has **Defense Elixir** inside.

Now, since we're still here at the Main Gates, jump down into the waterway in the center of it and you'll see the drain on the northern side is broken. It's always been like that but we didn't have Jules with us.

Head inside to reach the Waterway Vault. There's nothing in here except for a at the very end that has **Life Elixir** inside.

Leave and head on over to the Hieroglyph Commandery. Head to the western area where you'll find the shack that has the we couldn't get before. Shadow Dive in here to finally get that that has **3000 Gold** inside.

Fast travel to the Main Square's bathhouse and **TAKE A BATH!**. Do so while we're here to get that +10 HP with all your characters. Now go to the north of the bathhouse to find that last shack that has a . Shadow Dive inside to get **3000 Gold** from it.

Fast travel to the Artisan Lane's landmark (the tree on the south) and go north to find some more drains like the one from the Main Gates. The middle one should be open.

Just like the last one, there's nothing in here except for a at the very end that has **Arachne Gloves** in it.

Head to the Relief Tile in Main Square and go southeast following the canal. Behind the tower you'll find a part of the wall that you can break.

Break through with your Valkyrie Hammer and we'll have the **Blocked Path** little dungeon. Technically we should've come here right after chapter 5, but here we are, nearing the end of Chapter 6 (still a couple hours away). I'll go through this dungeon really quick.

Go west when you can and activate the lever to open up the double doors. Before you return, head north and break through the wall to find a with **Crimson Spar x2**.

Return and go north through the double doors. At this fork go north first to find a with **Spirit Lumber x2**.

Return and go east now. Follow this path until you reach another fork. Ignore the path to the east for now and go west to find another fork. Go west first and activate the hidden switch to open up the wall and find **Apis Charm** inside the .

Return to the previous fork and go north. Go north until you reach a red that has **Thrust Grimoire** inside, a new skill for Hawk.

Return to the fork you just skipped and go east now until you reach another fork. Go north for the last in here that has **Smoked Meat**.

Return to the previous fork and go south. Follow this path and you'll be taken to one of the first forks. This is for map completion and you should be at 100%. And that's it for in here.

With this done head back to the Noble District's Relief Tile and go up the tower to the northwest and grab that little buff from the Graffiti for Jules. Head on over to the Cultural Heritage Site now and go all the way to the eastern tower. You'll notice that the gate is raised.

Shadow Dive under and inside open up the to find **Bash Grimoire**, a skill for Yufa. Neat!

Head to the Main Square's bathhouse go go north to the area that was previously blocked by a Miasma Vortex (where the big gazebo is). You'll see that in the back there's a little waterfall.

Jump through it to find a that has **Strength Elixir** inside.

Head back to the Dandelion and talk to Tito about Aprilis' Charm we got in the Noble District. You'll get the **Feather Charm** from it. Nice. Now go talk to Aprilis who's at her usual spot in the Central District, and you'll increase your affinity with her. Nice.

Back at the Dandelion, speak to Vallin and tell him about the 44 Graffiti. He'll be pleased and give you the last reward, a **Spirit Elixir**. Neat. Afterwards go talk to Marguerite and give her all the . You've collected them all by now (120) so you should get the following: **Cure-All Formula, Apple Pie Recipe, and Apocrypha: Precepts**. The Cure-All Formula is for Saradhi to make Panacea which cures all Status Ailments, while the Apple Pie Recipe is that. Give it to Chante and you can make it, taking it to Sister Mel afterwards. The Apocrypha you should use right away, so we have another slot for a sacramental. Nice!

Lastly, go talk with Morbihan in the Dandelion's basement. If you haven't already, give him all your preserved food to get rewards. For 4 of the following you'll get the **Smoothie Recipe**, and for 8 foods you'll get an **Empty Bottle**.

1. Raisins
2. White Nut
3. Red Cheese
4. Smoked Meat
5. Black Fig
6. Grimnut
7. Nors Bleu
8. Dry-aged Meat

And that's about it! That was a lot to be done, but I'm glad we got it all done! Also, DON'T FORGET THAT BATH BECAUSE WE'RE NOT COMING BACK!

Milianne Plains

ENEMY	WEAK	ITEM DROP
Gublin	---	Thick Hide, Razor Claw, Ultradense Bone, Smoked Meat
Rob-Gublin	---	Beast Hide, Ultradense Bone, Gublin Tribe Shield, Smoked Meat
Vrogium	---	Dark Drop, Anguished Tear, Midnight Sun Drop, Mushroom

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Sparkling Leaf
TREE STUMPS	Aromatic Lumber, Soul Lumber, Sparkling Leaf
ORE DEPOSITS	Copper Ore, Iron Ore, Crimson Spar

Before we proceed further, **DON'T FORGET THAT BATH BECAUSE WE'RE NOT COMING BACK UNTIL THE NEXT CHAPTER!**.

Head for the Nors Shrine Ruins

With that out of the way, this place sucks. I don't like the Milianne Plains at all! We are in an incredibly large area where there's almost nothing in the center. Everything is on the edges of the area which makes it a bit easier to write and help you guys out. The main reason why this place sucks is the enemies you fight out here. There are only 3 of them but the 2 goblin-looking enemies have shields and it can be a pain to kill them.

With that being said, we're going to be going counterclockwise around the area gathering all chests.

Activate the Relief Tile next to you and go west until you reach the edge of the map. Over here you'll find the enemy called **Vrogium**. These guys explode upon contact or after defeated so get away from them after you kill them (another reason to dislike the area haha). Anyway, there's a over here with **Red Cheese x4** inside.

Follow the wall south and you'll reach a spring with some Rob-Gublin. These are much larger Gublin and much harder to kill. They like to jump and slam their bellies on the ground so be careful. Follow this spring west into a cave where you'll be able to find a guarded by several Gublin that has **Violet Gloves** inside.

Run back out and you'll be able to spot a on the southern side of the spring. It's up on the ledge above and in order to get it you'll want to jump on the rock to the north, then double jump and glide across the spring to reach the ledge. Open up the for **Bitter Remedy x4**.

Drop down and go east out of the spring and go south wrapping around the mountain and once you reach the southern side of said mountain you'll see some rocks protruding out of the mountain.

Jump up these and at the top of them look west to find a ledge. Glide on over to it (also protruding from the mountain) and you'll find a with **Grimnut x2**.

Go behind this chest and you'll see a platform in the back. Glide over to it and we'll be in the area that overlooked the spring from before. Go to the eastern side to find a behind the tree for some **Panacea x2**.

Now follow the northern edge overlooking the spring and use your Third Eye to find some really green vines. Break this and they'll reveal... what seems like nothing. This is actually a warp point for Adol's gift so you can come up here from the spring. Nice!

Jump back down (on the southern side) and you'll see a cave on the western side. Go inside to find a lone with **Gublin Tribe Shield x2**.

Continue going south while sticking to the wall and you'll find a barrier blocking your way, as well as a Relief Tile. Activate it. Another fast travel point. These are always welcome. As for the barrier, we cannot break through it, not even with 100 NOX, so I guess we'll come back at a later time. Go east now to find another spring. Follow this spring east while sticking to the wall and you'll eventually come across another , this one with **Polar Night Drop x2**.

There seems to be a path up here but we cannot get up there from here. Continue going east and you'll eventually reach a blocked gate. It seems the southeastern exit of this place. It's blocked so we're not going this way for now. Just north of it, however, is a rock you can jump up on.

Use this to reach the rocks protruding from the wall and follow them northeast without falling to reach a **Landmark** called **Sunlit Greenery**.

Break all the Harvest Points in here and open up the to find **Verdant Leaf x2** all for yourself.

From up here glide northwest towards the center of the area and you'll be able to spot a under a tree that has **Dry-aged Meat x2** inside.

Return and continue going north while sticking to the eastern wall and you'll eventually reach a cliff. You'll notice there's a little hidden path going southeast. Follow this narrow passage on the side of the cliff, drop down near the end and you'll find a cave with 2 Rob-Gublin and a inside. Run inside and open it up for one of the most useful rubrics, the **Boots Rubrics**. We'll go later to get them.

Leave the cave and continue heading north following the cliff. You'll reach a bridge that has a barrier. A scene will play here. Afterwards, activate the Relief Tile here and head back to Tito and give him that rubric we just got. He'll be able to craft the sacramental **Gale Boots** from it, which increases our sprint speed (FINALLY!) and it can also hit enemies and Harvest Points as we run. Very useful for big areas like the Milianne Plains.

Equip it and return to the last Relief Tile. If you go west from the Relief Tile you'll see a . You cannot get it just yet so head south from it and you'll reach your current objective , the **Nors Shrine Ruins**. Note that these ruins are elevated and this is the only entrance.

Once here, before you go to the sick to the northern wall and you'll see some rocks protruding from the wall. Run up the wall and at the top glide over to the rocks so you can get the up here with **Galette Recipe**. Don't worry about taking it back. We can do so once we're back in Balduq.

Head to the center of the ruins now to trigger a little scene. Once you regain control, activate the Relief Tile nearby and look at the shrine itself. You'll notice that it's shaped as a square, with broken walls/fences around it. Check the southwestern corner to find a little slanted wall on the side of the pillar you can run up.

On top of the pillar go east and north to the northeastern corner and from here glide over to the northeastern open area where you can find a under the dried tree for **Snowbell x2**.

Return to the last pillar and now go west to find another on top of these pilars that has **Tempest Elixir** inside.

Go to the Relief Tile and head southwest to find what looks like a broken staircase. Jump up here and go east a little bit and you'll see what looks like a broken bridge to the south. Jump across the platforms to open up the at the end for **Tonic x4**.

If you look southeast from here you'll see what looks like a little stone platform.

Double jump and glide over to it and follow these platforms southeast to reach a larger area. Break open the warp point for Adol's gift to the south and move east to find a that has **Leather Necklace III** inside.

Return to the beginning of the bridge, go northeast, jump on top of the rock and now you'll want to double jump and glide across to the other platform to find a behind the bush with **2400 Gold** inside.

Return and follow this upper path west and glide over to where the is to find a lone cross. Examine it to trigger a little scene. This will open up the entrance to the dungeon of the chapter (the worst one as well). Anyway, before we enter there's one last thing to do. Fast travel back to the Relief Tile near the start of the Milianne Plains (entrance to Balduq) and go east. We didn't explore this little area.

There's not much really but you'll be able to find a spring with some Gublin. There's a in the middle of the spring with **1600 Gold** inside.

And that's about it. We're at 17/19 chests and you should have a little over 90% map completion (I had 91.6%) but since we can't get it all right now there's no real need to go hardcore and get every little 0.X% right? At least right now. Anyway, head back to the shrine and go down in to the dungeon itself.

Emain Macha

ENEMY	WEAK	ITEM DROP
Gaspard		Sturdy Shell, Anguished Tear, Ultradense Bone
Zul-Gublin	---	Thick Hide, Razor Claw, Ultradense Bone, Dry-aged Meat
Hyueille		Flourescent Fluid, Anguished Tear, Luminescent Fluid

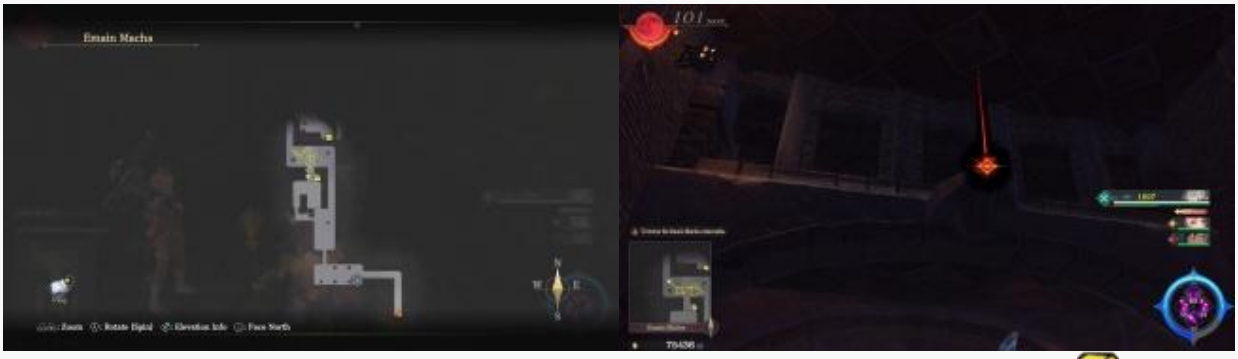
HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Sparkling Leaf
TREE STUMPS	Aromatic Lumber, Soul Lumber, Sparkling Leaf
ORE DEPOSITS	Copper Ore, Iron Ore, Crimson Spar

BREAKABLE OBJECTS	Iron Ore, Soul Lumber, Crimson Spar, Grimnut, Glossy Leaf, Armored Shell, White Nut, Sparkling Leaf

Traverse the Emain Macha catatombs

As we start move to the room and activate the Relief Tile. Use your Shadow Dive to go under the wall and kill the enemies on the other side. Note that 2 of the 3 enemies in here are weak to so having Credo or Jules in the party is great. Well, with the Pierce Talisman equipped I guess anyone would do. Anyway, in this room go under the wall on the left side and you'll reach a lever. Flip it to lower the gate allowing you to continue.

Head north now and in the next room you'll fight some Zol-Gublin enemies. Kill them and before you proceed look up to see a little bridge. Warp up here and go through the hole to find a at the end with **Strength Elixir**.



Return and continue north to another room. There's a pit here so be careful. There's also a next to the pit that has **Smoked Meat x2** inside.

Warp up to the platform above and jump northeast across the pit and continue going north. Break through the wall with your Valkyrie Hammer and you'll be in a room full of enemies. Kill them and continue going north. Go through the hole in the ground and on the other side you'll have a long hallway with a new enemy, the **Bualadh-Orgh**. Stay away from this guy. He's lv.90 and can one shot you.

Yes, you'll find a couple of these guys in this dungeon and are meant for you to steer clear from them and not mess around. This one in particular is extremely dangerous as you're in a tight hallway with no place to run. You CAN kill these guys, but they are literally not worth it. I recommend you kill them in a second run or once you're stronger. I managed to kill the last one that appears in the dungeon (took me like 30 minutes) and let me tell you it's not worth it. They give as much EXP as a boss so there's that at least.

Anyway, in this hallway you'll have several passages on both the left and right sides that you'll need to Shadow Dive across. Wait for the Bualadh-Orgh to start going north so you can pop out and go under the first hole on your left. You can find a over here with **Polar Night Drop x2**.

Return and go through the hole across. This helps you go around the area and enter the second hole on the left. Over here is a more open room with some enemies. Kill them and go to the southwestern corner and flip the switch. This opens the southeastern hole in the hallway with the Bualadh-Orgh, but before you head back warp to the east and open up the in the cubby to find **Flaring Spaulder** inside.

Head back to the hallway and enter the bottom hole on your right to find a room with several enemies. Take care of them and break the wall on the east side to lower the gate and a . Run up a wall and grab that that has **Wicked Grimoire** inside, a new skill for Jules.

Drop down and go up the stairs in this room. Follow the path and flip the switch when you get to it. This opens up the hole on the north side of the hallway of hell. Before we return glide across the hole to the north and open the for **Panacea x2**.

Return to the hallway and go north past the Bualadh-Orgh and into the hole you just opened up. Follow the path here, activate the Relief Tile and save up your game because we have probably the easiest boss fight in the game up ahead.

<The Three Cursed Sisters>CONDEMNED NORNS

LEVEL	HP	STR	DEF	WEAK
46	20600	413	671	---

This fight is very weird. There are 3 of these sisters and they mostly float around doing nothing. They only have 3 attacks so read below. Each one of these sisters is 1/3 of the health bar at the top and they all do the same. Focus on one of them at a time (usually the one your party members are attacking) and you'll be over in no time. Just be careful because there are pits in each corner that you can fall down into, but that shouldn't be that much of an issue.

- **Charge**: they charge trying to impale you with their arms turned into a spike. Roll to a side or guard if possible.
- **Dark Orbs**: if they're away from you they'll shoot some black orbs at you. You can easily see these coming as they fan out their arms when they do this.
- **Thousand Thrusts**: they start punching in front of them several times and hit you several times as well. You can easily dodge this attack by rolling backwads. They move really slow so you can just walk away and you'll be fine.

Continue north after the fight and a scene will play where we find some murals. It seems these Nors were also fighting the Lemures. You'll also see that this entire area is all destroyed, with several bridges and whatnot in the water. This place can be a bit confusing so I'll try to explain to the best of my ability. There's a lot of verticality in this room.

Head north through the passage and we'll reach a room with tons of Zol-Gublin. Be careful in this long room because you can fall off the edges on both sides. You don't take damage but it's annoying. There's also a new enemy here, the **Hyueille**. These guys shoot lasers and float around. Try taking them out ASAP. Head to the far north side and go up the stairs to the east. Up here warp to the point to the south and run up the wall. We are not on the rafters of this area.

Go west and you'll notice on the minimap that the path is a square (which symbolizes the pillar here). Head north first across these very narrow passages to find a at the very north end with **Hermit's Remedy** inside.

Return and go south now. You can find another , this one on the southwestern corner (it's right above the entrance) and it has **Tonic x4** inside.

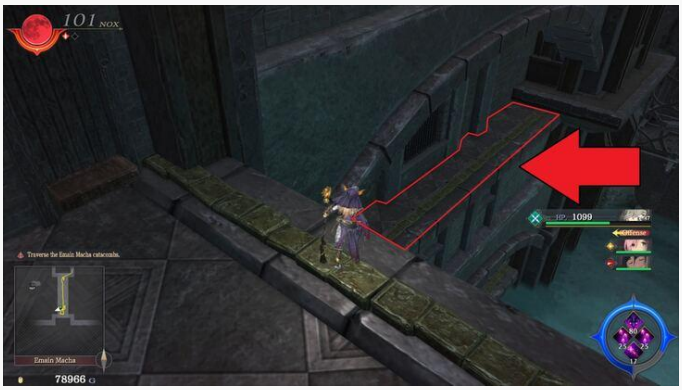
Just so you know where we are and what we need to do, jumping to the platform to the north with the 2 torches you'll see the gate to the far north. This is our way out of here, but we still need to explore like 60% of this area so let's get to it.

From the chest go east and follow these narrow passages until you go around the pillar on the east side and you have the path continue going south. Before you go south look west and you'll be able to see a in the distance. Head over there and open it up for **Bitter Remedy x6**.

Before you return look southeast and you'll see a platform underneath the one where you just were. Warp down there and look to the little isle to the southwest to find a that has **Onyx Belt**.

Warp back, then warp back up to the previous upper chest, and from up here return east once again to where the torch is and go south now.

Make your way south to the very end where the path will split west and east. You can jump down to the narrow passage next to the wall to the west. There's nothing over here but for map completion.



The same narrow passage, but on the east side, has a you can see from a mile away that has the sacramental **Eagle Eye Orb** inside. This is incredibly useful to map out areas. It increases your mapping range. I personally equipped it (currently I have Golden Hare Pouch, Silver Hare Clasp, Eagle Eye Orb, Gale Boots equipped).

From here go north and drop down on to the sunken wall. You'll find several Harvest Points as you make your way north, but as you do you'll find a **Landmark** called **Great Bell Bridge**.

Continue heading north while you keep an eye on the right side to spot a that has **Blade Ring III** in it. Great accessory.

A little bit more north you'll see a little isle on your left with a on it. Glide to it to find **3000 Gold** inside. Neat.

And that's about it! You can fast travel to the Relief Point right before the boss and make your way back to that gate I previously mentioned. Before you go through you'll see a on the right that has **2500 Gold** in it.

Once past the gate you'll be in a larger room. Go through the hole in the wall south of the staircase and on the other side you can find a with **Warrior Seal III** inside.

Return, go up the staircase and run up the wall on the northwestern side and go around to find a with **2000 Gold** inside.

Now break the northern wall and go through. Break through the wall on the right as you come in here and flip the lever. Open up the afterwards for a **Full Potion**.

Go north through the hole and you'll be in a large rectangular room with another Bualadh-Orgh. You'll want to run away from this guy throughout this room. The gate in the center is raised and we need to lower it. To do so you'll need to flip the levers in the 4 corners of the rooms but you have to do so in order. They'll have a number under each lever.

You'll want to start with the northwestern lever and go clockwise around the rooms (which are connected by holes by the way). There'll be another Bualadh-Orgh on this other side as well so there's no escaping them. Once you flip all the levers the gate in the middle will lower. Go through it to be safe from the Bualadh-Orgh (this is where I killed the Bualadh-Orgh so I could have some safe space to heal if I got hit. Anyway, I'll leave his stats below.

In this last room we have 2 and you can see them from up here. Jump down to them to get and you'll get **Nors Bleu x2** and **Mystic Lazulite x2** from them.

Jump to the bottom, activate that Relief Tile and save your game because up ahead is probably the toughest fight we've had so far. Make sure to read before you start but there's something I really recommend you to do: Equip **Shadow Shoes**.

<Man-Eating Chilopod of the Catacombs> RENE-NYGTILGER

LEVEL	HP	STR	DEF	WEAK
49	152000	805	21	---

Did you ever play Ys Origins? If you did then you'll remember this boss. It also appears in the very first Ys (Ys I) but it looks nothing like it. Anyway, this boss is hard, or more than hard it's annoying. The fight has 2 phases that are very distinct from one another so let's get started.

In the first phase we'll be running up a spiral staircase and seems to be endless... and it is until you complete this first phase. During this phase you'll have poison rising, which keeps you running upwards. Your path will be blocked every now and then by an electrified wall, keeping you in place to fight the boss. The boss is made up of several parts, each with its own legs (very creepy). Each one of these parts have a spike and it's main attack are a spark that they shoot out and chase you. These spikes also have a barrier that lowers the damage they take so it'll take longer to destroy them.

As you destroy them they'll stop shooting out those little sparks and instead shoot a poison orb that lands on the staircase and explodes after a couple of seconds or you touch it. This obviously will poison you so you'll need to steer away from these at all cost. This stage is probably the toughest because each little part of the centipede boss will shoot at you, and it has several parts, and even after you take out the spikes they will continue shooting and something even worse.

After you destroy a certain amount the electrified barried that was blocking your path will lower and slide down the staircase. You'll have to jump over it or you'll take damage. After this happens you'll have to continue going up while avoiding attacks until you reach the next electrified barrier. Rinse and repeat. Unlike most other bosses in the game, I **HIGHLY** recommend you play more defensively and play as a character that has attacks that are very wide so you can take out several of the centipede parts as you can at the same time. Yufa is great here, as well as Anemona as she has several skills that are very wide (**Mistral Epee is magnificent against this boss**).

This is not it. I highly encourage you to equip the **Shadow Shoes**, this is mostly to double your Flash Move duration and have more time to deal damage. Yes, it doesn't sound like much but trust me, this works extremely well. Also make sure to try and attack these spikes in order, starting from either the top or the bottom and making your way to the other side (you'd want to start idealy from the bottom). With all that said, don't attack the centipede unless you're in the "perfect dodge" timeframe. Yeah, run around and even if the boss stops, just wait until you can perform a perfect dodge so you can run in, spam your skills and get out. This is how it worked best for me. If you don't do it this way when you get too close to the boss you won't be able to see all of the attacks, which will cause you to take tons of unecessary damage, and we still have a second phase to take care of.

The boss still has other attacks here like preparing a beam from each of the spikes, then rising the spikes and letting them all down. This one is easy to avoid. It can also shoot thunderbolts at you (they come from the top) so keep an eye on the floor. Yes, A LOT is going on in this first phase, but that accessory I told you to equip really comes in handy.

Once you destroy all the spikes he'll run to the top of the staircase and we'll be on a platform, ready for phase 2 of the fight.

This phase is a bit easier in my opinion, although still as annoying as the previous one. During this phase you'll normally have the boss moving around the outer side of the platform. He'll have all the spikes back, and you know what that means! Yes, more little sparks that chase you and once you destroy them it'll be poison orbs. He also has one of those thunderbolt attacks where several rain down on the arena. You can see where they're going to land so keep on running to avoid them.

The basics of this phase are exactly the same as the previous phase, destroy the spikes and you'll win. He has most of the same attacks as before, but now he can turn himself into a wheel and move around (look at the attacks below. I still highly recommend you wait for him to attack, perfect dodge his attacks to gain upper hand and deliver pain! Note that this time we also have to destroy the horn to end the fight.

- Phase 1
    - **Electric Spark**: shoots an electric spark from each of the spikes and home in on you.
    - **Poison Orb**: shoots a poison orb from the parts where the spikes used to be. They explode a couple of seconds after they hit the ground or when you touch them.
    - **Thunderbolt**: shoots down a thunderbolt on your position. Dodge out of the way as soon as you see white under your character.
    - **Beam Rack**: prepares to shoot a beam out of every single part (whether there's a spike or not), raises them and lowers them. You can stand in between them to avoid the attack altogether.
    - **Electric Wall**: not an attack per se, but when the electric wall that's blocking you lowers, it moves along the floor. You need to jump over it.
- Phase 2
    - **Thunderbolts**: similar to the previous one, only that his whole body gets electrified and he shoots several thunderbolts all over the arena. Stay running and dodge if one is going to hit you.
    - **Wheel**: it squeezes itself into a wheel and starts moving at a high speed across the arena. He usually goes around the outer side of the arena and every now and then just go right through the middle. You'll want to stay on the other side of the arena at all times so that you have enough time to dodge once you see him going through the center.
    - **Beam Rack**: when the green beams shoot out from each of its parts, make sure to get out of the center and move to the outer edge because the boss will move towards the center and you'll be stuck in this tiny space and those sparks and poison orbs are going to continue shooting.
    - **Electric Roller Coaster**: it starts floating around and move like a roller coaster. This is a pesky attack because he'll move around a lot. Keep focus on his face to see where he's going. Just be careful because there will still be poison orbs and sparks coming.

Head north after the fight and we'll be inside the prison... once again. Once inside the prison simply open the door to where the is located to trigger tons of scenes. After 10-ish minutes of scenes we'll be back inside the prison as the other Adol.

As you regain control fast travel to the chapel and speak to Marius. It seems he's decided on leaving the prison. Smart.

Head to the mines from the courtyard

We're also going to escape the prison so we'll need to go to the mines. Leave the chapel to the south to watch a scene then fast travel to the courtyard. From here go northeast to the and go down the stairs to reach the **Jillian Mines**.

Go south when you can and go through the gate . Activate the Relief Tile when you get to it and as you proceed open up the for **White Nut**.

Go west to trigger a little scene where we meet Xavier. There's a switch here that you need to step on to switch that lowers the spikes up ahead. Go ahead and cross it and at the fork go south first to find a with **800 Gold**.

Head east now and you'll reach a larger room with a new enemy that looks a lot like the Graem-Gil, the **Graem-Ganeaux**. These guys have cannons instead of blades and they can move to either of their sides really quick and shoot. You can instandly die from these so be careful.

In this room check the northern cubicle to find a with **Red Cheese**.

Return and go south now. Follow this path and you'll have to jump across a couple of holes (the second one has spikes). At the far end of this path is a large gate with a chest behind it. To get to it follow the path and go west (right) when possible but be careful of the switches on the floor. You have to step on them but as you do arrows will shoot from the front. If you step on one roll to the other side (if you step on the right switch roll to the left).

Go up the ledges at the end and you'll find a wall that looks breakable on your left. Go east and step on the switch to have some arrows shot at you from across the tunnel that will break the wall you previously saw. This one hides a behind with **1200 Gold** inside.

Move north to the next tunnel and look right to find some branches. Break them and behind them you'll see a . Before you get it look west to find some branches blocking a large rock. You'll want to break it and run down the tunnel and jump over the gap to get to the chest. Once you do open it up for **1600 Gold**. If you miss it you'll have to run back.

This lowers the gate at the end of the main tunnel. Open up the over here for **Raisins x2**.

In the next room you'll have several of those new enemies. Xavier will lure most of them away and will leave you with 2 (and 1 Ratoo). You can use the switches here on the floor to kill them with the arrows that come out of the walls so I recommend you do so. There's not much here so make your way up the side of the room and move to the (you cannot get the) where you'll see Marius being attacked by some bats. Kill them and help him up to trigger another scene and the end of the chapter.

The Renegade's Secret: Clear Chapter 6.

Chapter 7 – Capriccio of the Prison

Balduq City

As per usual, we'll exploring the city of Balduq at the start of the chapter while we also complete sidequests to increase our NOX and get access to the next areas in the game.

Let's start with the sidequests. We have quite a few to start this chapter and you'll probably want to do them all. We'll be needing 200 NOX for everything so there'll be a lot of sidequesting and Lemure slaying at the beginning. All sidequests will be listed below if you want/need help with any of them.

You can find Iris in the resting room in the basement of the Dandelion to start her sidequest. You can check for more info on her sidequest (after the scenes of course) at the Bulletin Board.

While you're here go ahead and talk to Parks. Show him the map and you'll get **Warlord Elixir** and **Wanderer Cloak**. We managed to get 2 rewards from him and increase our map explored to ~58% (I have 58.097%).

Head upstars now and you'll see that Carla came to visit. She 100% knows who we are! Talk to Yufa behind the counter and give her the Galette Recipe book we previously got. Cook it and give it to Sister Mel in the chapel. Another one down, but no new reward yet. Talk to Silhouette in the kitchen as well. She'll tell you that both her and Vallin got into an argument and now he's nowhere to be found. This will be a little sidequest in a little bit. She'll also tell you there's a lot of novelty items in town... new gifts! Don't worry, we'll get to those! Anyways, on to the sidequests you can get from the Bulleting Board.

- Isis of the Storm (talk to Iris in the Dandelion)
- Art-isan is Suffering
- Warehouse Stakeout
- Aprilis's Trial

After doing these 4 sidequests (and maybe a little fighting) you should have your 100+ NOX needed to break the barrier to the next area. We still shouldn't leave. There's another little sidequest to do. If you check over at the Agricultural District you'll see there's a on the western side of it. Go ahead and accept/do it.

- Gamberg Family Errand

Now it's time to get some Gifts, a new skill, and some goodies. There are some of them so I'll list them all below:

- **Exterian Apple (gift for Dogi)**: Paulette's Produce (old lady in Main Square's marketplace).
- **Miniature Teacup (gift for Anemona)**: strike a deal with Maxim in Central District.
- **The Fire Dragons (gift for Jules)**: Edouard's Bookstore (Central District).
- **Reaping Grimoire (new skill for Anemona)**: Edouard's Bookstore (Central District).
- **Potent Ointment (gift for Lucien)**: Lillet's Gift Shop (Entertainment District).
- **Rainbow Earrings (gift for Chante)**: Pendleton Company (Central District).
- **Grand Elixir**: Pendleton Company (Central District). This another extra bottle.
- **Vintage Wine (gift for Margot)**: Nirvana (Shantytown).
- **Mushroom Recipe**: Talk to Jules's mother at the Noah Residence (Noble District).

You can also check Giselle's Tailoring in Main Square's marketplace and there's a new outfit over here, the **Jade Black** for Yufa. It's basically a change of color for her (there's also the Justice Blue for Adol if you haven't gotten that already). Go ahead and head to Rijndael Antique as well and the couple here a visit. You'll hear a little more about them and Anemona. Nothing new to buy in here however.

Go ahead and go back to the Dandelion to give everybody their gift. I'm not going to lie, Anemona looks so damn cute when you give her the little teacup haha.

Anyways, we're about to leave. Don't forget to pay Alex a visit and report on the landmarks. We're up to 15 at this point, which will net us a **Warlord Elixir**. Now, before we leave, I highly recommend you get 200 NOX. There are 2 barriers we need to dispel. Well, technically only one is needed for story progression, but if you want to do both then go ahead and get 200. Note that as soon as we dispel the first barrier and we can get a new sidequest in the new area that gives you 30 NOX, so you can just get 170 NOX if you want. Up to you.

NOTE: Make sure to go take your bath before you leave.
And with that said, fast travel to the Relief Tile on the northeastern corner of the Milianne Plains and you'll see our next barrier is here. This is a siege so let's get started!

Heretical Sealkeepers Siege

You can tell they are starting to reuse the same areas for these sieges/purges. We'll be right outside the city and we'll be fighting off 4 waves of Lemures. There's nothing out of the ordinary in this siege, which is nice.

The first wave will have a mix of Lemures weak to and to start. There will also be several of those baby clown looking Lemures called Varlukan. Nothing really amazing here. Our second wave starts with a plethora of those mantis-looking Lemures called Aspiyus. They're all ganged up so using skills that have a wide range will do the trick against them (Yufa's Grand Slam is great). Be very careful because right after them a new black pillar will appear right behind the Sphene so make sure to stay as close to it as you can so you can defend it. This actually took me by surprise and destroyed my Sphene. Several of those plant-looking Lemures will come out so make sure to have a user to take them out ASAP. Cerberus-looking Lemures will come right after.

Wave 3 has those annoying floating Lemures, Neflude, popping out of the black pillars. Midway through the wave another yellow black pillar will appear behind the Sphene with even more enemies. More plants will appear from behind here so have your ready.

The last wave has the Lord of the Night as per usual, and it's a large cthulhu-looking monster. It's floating so fighting it is kind of annoying. It likes to jump really high and come crashing down, as well as spin its staff, but he's nothing out of the ordinary. Overall a really easy siege if you don't count those pesky little black pillars that appear out of nowhere.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Nightfrost Beauty	Crimson Spar x4	Soul Lumber x4	Sparkling Leaf x4
First Time Rank	Tempest Elixir	Diglem Core	Bitter Remedy x6	Panacea
First Time Clear	Life Elixir	Midnight Sun Drop x2	Beast Hide x2	Armored Shell x2

Watch the scenes after the siege and Aprilis will finally tell us some more about the Grimwald Nox. Very important and interesting info here so pay attention. As the scenes come to an end, the other barrier will also have a Miasma Vortex appear. This is the barrier located in the southwestern corner of Milianne Plains. Head on over there and we'll have an extremely easy purge. No need to go over this one at all since it'll be in the tiny area where we first met Tito and Arche (remember near the beginning of the game?). There are a lot of Lacrimae (110) so go wild. The Lord of the Night is also really simple so you can choose to fight him instead.

REWARDS				
	S-Rank	A-Rank	B-Rank	C-Rank
Normal	Bloodshot Tear	Midnight Sun Drop x4	Beast Hide x4	Armored Shell x4
First Time Rank	Strength Elixir	Diglem Core	Bitter Remedy x6	Panacea
First Time Clear	Tempest Elixir	Crimson Spar x2	Soul Lumber x2	Sparkling Leaf x2

After the siege we'll be able to explore the southwestern corner of Milianne Plains. This little area is called **Mundt Marsh**, but it's still part of Milianne Plains. We'll cover it here as well.

Milianne Plains (Mundt Marsh)

Let's make this quick as there's only a couple of things to do here. First of all, as if it wasn't obvious enough, you'll want to cover up the whole map here to get 100%. Using that Eagle Eye we got in the last dungeon is great.

As you enter and go south you'll see a right in front of you on top of the rocks. You'll want to jump from rock to rock (have you noticed they look like mushrooms?) and open it to get **Apocrypha: Judgment**.

Now here there's a **Landmark** called **Mushroom Mimetoliths** here on top of the large middle mushroom-looking rock. To get to it you'll want to head to the southeastern rock outside of the mud pool and from there double jump and glide over to the central mushrooms. Then from there make your way up around until you reach the top and the landmark.

Now there's only one thing we're missing here, and that's a chest. One more and we should be at 100%.

Now check the northwestern side of this little area to find a rock sticking up. You can climb this to get to some platform protruding from the wall, just like in the area before.

Follow these rocks north until you reach a larger area. Destroy the vines blocking the warp point and from here jump to the other area to the southeast and follow the cave in here until you reach the very last , this one has a **Defense Elixir** in it.

And that's about it! Milianne Plains is 100%, both in chests and map coverage. Now simply head to the Relief Tile in the northeast and move to the next area, **Keening Highlands**.

Keening Highlands

ENEMY	WEAK	ITEM DROP
Jyacomo	---	Beast Hide, Ultradense Bone, Polar Night Drop, Red Meat
Ras-Gublin	Razor Claw, Ultradense Bone, Beast Hide, Smoked Meat	xxxxx
Ratnilarda	---	Unfading Hide, Drill Fang, Relic Bone, Cheese
Vaume		Thick Hide, Anguished Tear, Midnight Sun Drop

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Sparkling Leaf, Verdant Leaf, Nightfrost Beauty, Snowbell
TREE STUMPS	Aromatic Lumber, Soul Lumber
ORE DEPOSITS	Copper Ore, Iron Ore, Crimson Spar, Mystic Lazulite

This area is huge. It's probably bigger than the other 2 we've visited thus far, but a little over half of the chests are locked so we'll be getting those in the next chapter. With that being said, we'll be going over this area quick. Note that there's also a very nice sidequest here for you to do so I recommend you do it.

Head for the quarry ruins

Activate the Relief Tile at the entrance and start by going south following the ravine. In the corner you'll find another Relief Tile. This looks like it's out of place haha, but there's an area blocked by a barrier just next to it. This'll be for the next chapter.

From the barrier go north while sticking to the right wall and you'll reach a little pond with some Ratnilarda. These guys hit very hard so be extra careful around them. There's also a here behind the little waterfall that has a **Life Elixir**.

From here continue going north while sticking to the right wall and you'll eventually get close to the . This here is Professor Vallin. Remember he got in a fight with Silhouette? Yeah, this is where he came. Talk to him and take out his quest (if you want a little incentive to do it, you get a maskless Silhouette after this, which is amazing!).

- Tree Stumped

From the Professor go northeast while following the right wall and you'll find a pond with a inside, this one with **Panacea x2**.

Return to the Professor and go directly northwest. Doing so you'll reach another little pond where you can find a in the water that has **2400 Gold** in it. Nice!

Now head north while sticking to the left wall and it'll eventually wrap around and go west into a secluded area. Go to the very southern side of the area and open up the to find **Nightfrost Beauty x2**.

Leave this secluded area and continue north while you keep sticking to the left wall. You'll go through 2 large walls into another, much larger secluded area. There are more enemies in here than in the previous secluded area so kill them all. Here check the southwestern rock and on top of it you can find a with **Drill Fang x2**, and just north of it is a second behind the tree with **Barghest Stone**, two for one.

From here you can go north thorugh the little passage to find yet another Relief Tile and another path that's blocked by a barrier. This barrier is also for next chapter. Oh well. Anyway, return to the chest you just opened on top of the rock and look south. There's a little rock protruding out of the wall. You can actually double jump and glide over there. Do so to reach the upper level of the area.

Once over here open up your map and you'll see that there's a little area to the south and another to the northeast. Go south first, jump across to the other side and you'll find a at the bottom with **Amber Shawl**.

Return and go northeast now and follow this upper platform north to the next platform. Clear the vines off the warp point and go west across the gap to find at the end a **Landmark** called **Ninefold Falls**.

Drop down now to where the 2 chests are and go directly east to return to the open area. There will be several ponds here. Go to the pond to the far right to find another inside the pond with **Bloodshot Tear x2** inside.

Now from here you'll see that there's another to your north. It's on top of one of those rocks protruding from the wall. If you check a little bit left of it you can find some perfectly cut rocks that are forming a pillar.

Before we run this this go south east from the last chest we opened and you'll find a passage going south. This leads to a dead end but it'll also have a with **Hermit's Remedy**

Return to those rocks and run up these and go get that for **3600 Gold**

From here you'll see some more protruding rocks to the southeast. Glide towards them and you'll reach another large upper area. Check the lower right side of this to find a with **3000 Gold**.

Destroy the vines on the warp point and go west to the other upper area. To the southwest up here you can find yet another with some **Smoked Meat x4**.

From here go east now, go around the upper area and head south to find yourself another , this one with a **Full Potion**. Another bottle!

And that's about it for this time. We'll be coming back at a later date. For now head to the northern part of the area and go through the area with the to enter the next area, **Quarry Ruins**.

Quarry Ruins

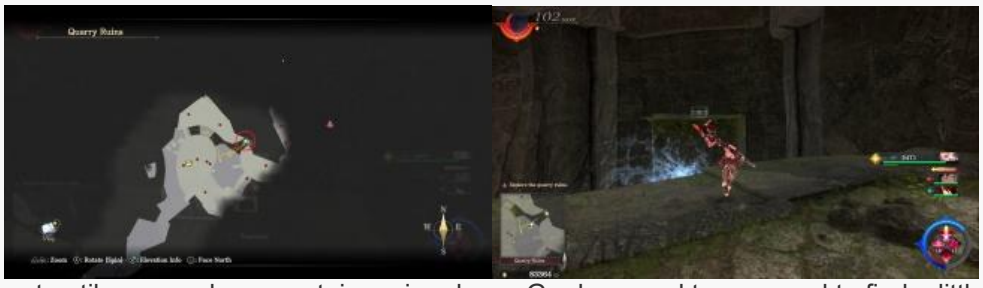
ENEMY	WEAK	ITEM DROP
Gaylgium		Iron Ore, Crimson Spar
Diglem	---	Crimson Spar, Luminescent Fluid, Diglem Core
Piouvre		Anguished Tear, Midnight Sun Drop, White Meat
Dig-Merta	---	Crimson Spar, Luminescent Fluid, Diglem Core
Droll	---	---

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf
TREE STUMPS	Aromatic Lumber, Soul Lumber, Sparkling Leaf
ORE DEPOSITS	Copper Ore, Crimson Spar, Mystic Lazulite
BREAKABLE OBJECTS	Snowbell, Sparkling Leaf, Armored Shell, Soul Lumber

Welcome to the dungeon of this chapter! This is a somewhat short dungeon, but something happens here that'll make the dungeon much longer. Can't say what it is though! *hinthint

Start by activating that Relief Tile as per usual and move deeper into the dungeon. Keep an eye on your left as you move north to find a platform across a gap. Over here you can find a that has **3200 Gold** inside.

Continue going following the path and you'll reach a little pit with water gushing out of it. Be warry of this water because if you're hit while crossing you'll be knocked into the pit. Thread carefull and move to the next area, but as you do keep an eye on the left because there'll be another on a platform across a pit with a **Shield Earring III** inside. There's water gushing out of it so be careful.



Continue east until you reach some stairs going down. Go down and turn around to find a little path to the left of the stairs (northwest). Go behind the pillar here to find **Dry-aged Meat x2** in it.

Continue northeast, go across the pit, up the staircase and across the pit once again to the west. Follow the path, destroy the vines on the left blocking your warp point and up ahead you'll have to jump across the pillars to get to the other side. Break the part of the wall that's blocking your path (there are 2 of them) and in the area behind it you'll need to go to the northern side to find some blocks that you need to use to get up to a higher level (clear the vines from the warp point). As you get up head north to find a in the corner with **Panacea x2** in it.

From here go southeast, jump across the pit and here you'll find a little bridge going southwest that'll take you to yet another , this one with **Calamity Grimoire** inside, a skill for Adol.

Return and continue going east and north. You'll reach a Relief Tile. Go ahead and activate it... a scene will play when you get to it. It seems we cannot proceed any further. The Relief Tile turns green soon after. Stand on it and examine it and Adol will... we'll be able to change which Adol we play as. Oh man this is going to be fun!

We are now playing as other Adol. We are in the mines where we left off and with Marius of course. Remember that we're going to go fast with this one as chests don't count towards the total. Even still, you can go back, jump on the boxes nearby and use the upper side of the platforms to reach the we previously skipped for **2400 Gold**.

Return and now follow the path ahead of you. Break the chains holding the wooden board and it'll fall into the little spring and drift away. Can you guess what this is going to do? Yep, make a path of the Monstrums! Anyway, jump down into the canal and you'll see a Relief Tile on your right. Before you activate it there's another on the left side of the canal that has **White Nut** in it.

Head to the Relief Tile now and examine it to go back playing as the other Adol.

Once we're back you'll see a wooden board floating. I guess who got that there *wink. Anyways, you'll be told about swapping story perspectives, which is very nice, but probably a bit too late for this? Anyway, cross the pit and save your game because up ahead is a boss fight against something you'll recognize.

<Eternally Faithful Warrior of Stone> E-MES BELLATOR

LEVEL	HP	STR	DEF	WEAK
55	49100	617	1821	---

Remember the boss we fought back a couple of chapters where it was only a torso? Yeah, this is the full version and, although it's a bit tougher than the previous one, it's still a very enjoyable fight with several of its same attacks.

The boss itself is pretty slow and most of the attacks are very easy to read, allowing you to dodge in time. For the first part of the fight I really recommend you stick to him to do as much damage as you can since you can easily dodge/block his attacks. Being that he's the stone warrior that he is, he has a ton of DEF so you won't be doing nearly as much damage as you would expect. No worries though, once you break him you'll be doing tons of damage to him real quick.

When his HP drops to 40%, however, he'll get really upset and go from this beautiful blue color (more like cyan) to this deep blood red. Yes, he's mad.

During this time, he'll become stronger and his attacks will have more area of attack, but it's still not as bad as it previously was. I think the hardest part of this fight is the amount of DEF he has because it makes the fight last longer than usual.

- **Roll**: he lunges and rolls forward, attacking everything in his way. You can see this attack coming because he places his sword in front of him, near his kneecaps and he tilts backwards. It's a hard one to predict because it's really fast, but if you can try dodging to a side.
- **Energy Field**: he spins in place and draws a circle on the ground with his sword, creating a red energy field that will hurt you as soon as it comes out. This does damage over time so

you'll want to steer clear from it. You can be in it if you're NOT touching the ground, which means you can jump/warp to him and perform aerial combos to keep the damage going.

- **Small Energy Fields**: if you're far from him he'll shoot little energy fields like the previous one. These are much smaller but there are 4 or 5 so be careful.
- **Flame Slash**: he slashes in front of him with his blade covered in flames. This attack can be easily dodge since you can see him raising his blade to his upper left side.
- **Jump**: he jumps, does a front flip in midair and slams down creating a shockwave. You can (and should) jump and roll out of the way if you're under him. If not, then just stay clear from him.
- **Vertical Slash**: raises sword and slams the ground with it, releasing a fire trail. You can easily dodge this one because you can tell when he's raising his hand. He'll follow you as you run around him but will stop once he slashes, giving you enough time to run out of danger.
- **Fire Slam**: he jumps, does a horizontal flip and slams the ground with his elbow, creting lines of fire that come out of the ground. These fan out so you can stay in between them, so I recommend you stay as far away from them as you can and try to get in between them.
- **Fireballs**: if you're far from him he'll shoot fireballs at you. You can run to a side to avoid them, but be careful because these explode upon contact and have a pretty wide range, but you should still be fine.
- **Energy Beam**: he'll shoot a massive energy beam in front of him. He doesn't move during the attack so you'll be safe as long as you're not in front of him.

After the fight use the warp point nearby to get to higher ground and head north. You'll enter a cave that is actually the actual mine. This is the second part of the dungeon. Let's get it!

Head inside and at the room up ahead you'll see a little device with an orb on your right.

You'll want to activate the device to power up the shaft nearby. Stand on the square on the ground and hit the little orb to raise the shaft. Follow the tunnels up here and you'll reach a fork when you drop down. Go right first to find a path on the left that has some monsters guarding a that has **4000 Gold** inside. Neat.

Turn around and you'll be able to jump to the right side of the path to find another on higher ground, this one with **Mandragora Root**. This one is an actual gift for Saradhi, and I recommend you head back and give it to her, but wait for the next Relief Tile to do so.

Return to the fork and go west now. You'll reach a north/south fork. There's a in a passage to the south. What you want to do is stand on the shaft and activate it. This will take you up, then glide and turn to the right at the end to enter the little passage and find the with an **Iron Shield**.

Continue going north now and you'll reach the next part of the dungeon, the fiery caves. Watch the scene as we enter and continue making your way north. Keep an eye out to the west after you jump across the gap because there will be a platform across the lava (there's a wall you can run up).

Before you glide across you'll also see there's a underneath you. We'll get that on the way back. Glide to the other side of the lava river and run up said wall to find a up here with **Boost Potion**.

Now glide back across but get that on the lower platform to get **Diglem Core x2**.

Run up the wall and jump across the next gap. You'll traverse through a long area with not really much to do besides killing enemies, but when the path is going west and it suddenly goes northwest, you'll see a little platform to the west across a gap. Jump across it and at the end of this path you'll find a with **Suzhen Stone**.

Return and go northwest now. Follow this path and at the very end you'll find a lava pit and a ton of hot air coming out of it. You can use this to have it'll make you float upwards and across the lava.

On the other side follow the path as it takes you across the area, then jump north across a platform and kill some more enemies. Here you'll see the path goes northeast. Before you go check west to find another across a gap, this one with **4800 Gold** inside.

Return across and go northeast but **STOP**. Don't jump across. Check down below and you'll see there's several ore deposits and a glowing circle. Jump down here to find a **Landmark** called **Natural Lava Furnace**.

Glide back to the southeast and make your way back and jump across this time. Head north up the slope and keep your eye on the left (south) and you'll spot a on your mini map. Look below to find it on a ledge below you. Before you get it activate the Relief Tile so you can fast travel here. Once you've done drop down and open it up to find a **Strength Elixir**.

This is the last chest in the area so now I recommend you head back to the Dandelion, give Saradhi the gift we just got, then fast travel back here. Note that this Relief Tile is also green. Don't change just yet.

Instead head north to the and watch the scene. Afterwards go through the tunnel to the east and you'll find several ore deposits and a shaft entangled in vines. Use your Valkyrie Hammer to break it lose. Once you've done so return to the Relief Tile and change to other Adol.

We're back as other Adol. Both you and Marius will see that the orb here has lit up. Yeah, it's the same as the ones we were previously using. Hit it and stand on the shaft, but once you see the edge roll off because there are spikes at the top and they'll impale you for around 64 dmg.

You'll be inb a larger area. Go east first to find a at the end with **Smoked Meat**.

Return and you'll see that the path on the west has several rocks blocking the path, as well as the path to the south. Drop down the hole on the south and you'll be in a room with several roots hanging from the ceiling. Check the southern side to find a with **Raisins x2**.

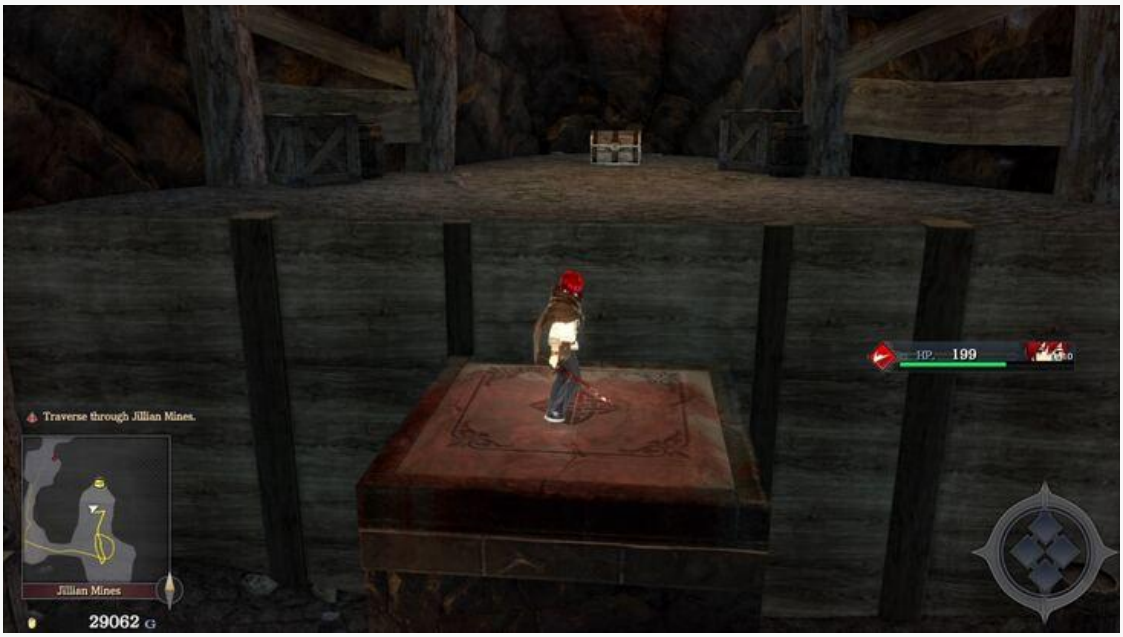
Down here you'll also see there are some roots in the little alcoves with rocks on top of them. Break these roots to drop the rocks.

Do this for both rocks and return up to the top area. Once back up here you can get the on the western side for **2000 Gold**.

Follow the path south now until you hit the . A little scene plays and we'll be fighting a Droll... kind of. You cannot damage this guy at all but make sure to grab the in the passage to the east (where he came out from) to find **2800 Gold** inside.

Now we need to lure the Droll into attacking the southern wall. You'll see that the path is blocked so you'll need him to charge at you and break it open. You'll know he's going to attack because his eye will glow. He also needs to be away from you. Once you lure him get out of the way and watch him break it. Use the shaft on the other side but get off ASAP because there are more spikes on the ceiling.

Up ahead we'll be in a fork. Go north first and use the shaft to get to a ledge that has a **Red Cheese** inside a .



Return and go south up the shaft to find a with **400 Gold** and a Relief Tile.

Go ahead and hit the switch and jump on to the shaft to go up. This is the shaft we previously broke free from the vines. Follow the tunnel up here and you'll find another Droll. In this arena we need to do the same, lure the Droll, but instead of a wall we need to lure him into charging into all 4 pillars. Do so and the floor will start cracking. Once you do you'll want to stand here and lure him into jumping and slamming into you (just let him get close to you). Get out of the way and both Adol and Marius will be set free. Nice!

We'll be back with the other group. In the area up ahead we'll find the Droll from before and the rubble from the previous floor. Use it to reach the upper ledge, save your game and proceed to the boss fight of the dungeon.

<Twin-Headed Flame Dragon> OSTROFLAMBE

LEVEL	HP	STR	DEF	WEAK
58	54500	670	1045	---

Ok, this boss is something else! The boss has 2 heads, one where the head is supposed to be and the other one at the end of its tail.

In order to defeat this boss you need to destroy the top head, which is called **Gyl**. You don't need to destroy the bottom head (**Kye**) so you can ignore it. I personally did on my second time fighting him and I found the fight to be easier and much faster.

Despite the fact that there are 2 heads, this boss is extremely easy. All of his attacks are extremely easy to predict because he's so sluggish that you can double jump/roll away from most of his attacks and avoid taking damage. The only attack that can slow you down is the lava lake. It fills the entire arena with lava so you'll need to either continue attacking doing aerial combos, or retreat to one of the floating platforms.

Ostroflambe's weak point is the horn on top of the top head. No matter with who you attack you'll always get a critical. I recommend you bring somebody that attacks fast (Adol and Anemona are great) because the defense this guy has is incredible. You'll need to break him in order to actually do some decent damage. Also the fight can become quite annoying since you need to perform nothing but aerial combos to bring him down. Overall an extremely simple fight to be the final fight of the dungeon (nothing compared to that centipede, huh?).

- **Shake Fireball**: he shakes his body and fireballs fall off him and bounce like fireballs tossed by Super Mario. They don't explode at all but there are a lot of them so be careful.

- **Slam**: he jumps and slams the ground, creating a tiny shockwave around him. You can double jump to avoid taking damage.
- **Fire Orb Breath**: he opens his mouth as if he's going to let out a fire breath, but instead several little fire orbs come out of their mouth. This is a slow attack so jump and roll out of the way.
- **Fire Breath**: similar to the previous he'll open his mouth, but the difference is that he moves his head to his right side (your left). You can easily double jump and glide away.
- **Charge**: he charges at you and tries to bite you. You'll see this attack coming a mile away since he backs up a couple of steps before doing the attack.
- **Lava Lake**: he stomps the ground a couple of times and the whole ground will fill up with lava. The lava does minimal damage so no need to panic. There will be some platforms here so you can chill until the lava goes down. You can also stick to the boss and keep yourself in the air doing air combos to both do damage and avoid taking damage.
- **Fireballs**: he shoots some large fireballs at you that explode upon contact. Dodge as then are coming into contact to avoid them.
- **Paw Attack**: he tries you smack you with his paw. Dodge backwards or double jump over it.
- **Horn Attack**: he lowers his head and swipes across the area. You can easily double jump over this one.

Head into the next area and we'll be back into the world of the other Adol.

Now that we're playing as other Adol and Marius, we'll actually be in Balduq Cemetery. We need to get to Central District but we cannot just stroll through here all willy nilly. To get there you'll need to go northwest through the Prison Outskirts, follow the walkway west all the way to Central District and go down the staircase behind Pendleton Company.

Once here approach the Bulletin Board near the armorer (east of the fountain) and watch the scenes. Even poor Ingrid is having a rough time. After the scene head to the Dandelion to have a scene with Darius play... why? This will end other Adol's segment and we'll be back with the Monstrums.

We are back within the prison. Flip the lever in front of you to open up the passage above the staircase and as you head out you'll realize where we are... the chapel where the other Adol and Marius met. Oooh! Follow the hallway south and use your Third Eye in the hallway to find a secret switch on the wall. Push it, go through the door and head down the staircase. All this must seem familiar to you. Once the scene is over, warp up to the rafters and go through the hole in the opposite side to be behind the gate and guards. Afterwards simply enter the marked door to trigger the last scenes of the chapter. Just wow...

Capriccio of the Prison: Clear Chapter 7.

Chapter 8 – Thus Spoke the Alchemist

Balduq City

Watch the scenes after the events from the previous chapter and we'll be back in the Dandelion. Despite the way the city is right now, we will still have sidequests to do around town. You can start by talking to Dogi down here and get a sidequest from him. You can also check the Bulletin Board to get another sidequest (plus the one you got from Dogi).

- Peril of the Bells
- A Fool and Her Treasure...

If you've been giving the people around here their gifts, then you'll be able to view their max affection scenes. You'll get an item depending on whose you watch:

- **Chante**: Gladiator Medallion (4/5 SP Cost, Evade +5%)

You can also find Silhouette here without a mask if you did Professor Vallin's sidequest in the previous chapter. Vallin is also here if you want to speak to him. Now go ahead and talk to Parks. Show him your map and you should get some rewards after going through Keening Highlands and the Quarry Ruins. You'll get a **Full Potion** and a **Recluse Formula** for Saradhi. This is to make the medicine that gives you 10000 EXP when used. Pretty neat.

Leave the Dandelion and head to the Visitor's Kiosk. You'll visit this during one of the sidequests, but come here and report on your landmarks. You should have 18 at this point. Give them to him and you'll get a **Spirit Formula** for Saradhi. She's not in the Dandelion so you can't give her this (or the previous one you got from Parks).

Now, you'll realize there's a new shop a couple of steps north of the Visitor's Kiosk. Go on over there and check their goods. They only sell cheese, but the important thing here is that checking it out will net you a trophy (if you checked out all the other shops in Balduq as well). If you go back to Silhouette and let her know you have another store for her to purchase from for you she'll also get give you the **Fairy Necklace** accessory as a reward.

Shopaholic: Attain 100% of shops discovered.

Now go on and talk to Maxim. He has a new gift for us, **Portrait of a Girl**. Go ahead and exchange the materials for it. This is a gift for Iris, and a really good one at that. As per usual, there are upgrades for both types of armor, as well as some accessories and your typical new weapons.

MAKE SURE TO TAKE YOUR BATH. I have to capitalize and bold it because I always forget to do it and have to reload a previous save file haha.

With all that out of the way, let's go proceed with the story. We need to go check out 3 places:

- Balduq Cemetery
- The Entertainment District (go inside the coliseum after)
- Pendleton Company

All of these had great scenes, huh? I like this game, all Ys games. Return to the Dandelion after you visit these 3 points and the scenes will continue. During this scene we'll see where we need to go, to some aqueduct. It's to the north of Keening Highlands (it's where the northwestern Relief Tile is). We'll get an update to Chatelard's entry in our journal (we had one for Krysha after the scenes at Pendleton Company).

Once the scene is over go ahead and talk to Dogi. You can view his max affinity scene here, which is great. You can also view Iris', who is inside the Dandelion in the stair room behind the counter. This scene is amazingly hilarious!

- **Dogi**: No item
- **Iris**: No item

You can also see a little scene between Yufa and Silhouette, which is quite nice. I like these kinds of random interactions. Another little interaction you can watch is between Saradhi and Jules. One last one is outside the Dandelion where you can see Lucien talking to some Hieroglyph Knights. It seems these are some of the good guys within the Knights that do what they're actually supposed to do.

We've got another couple of sidequests for us to do. This is most likely to get to the 100 NOX mark, but the first one is a rather important one so I really, REALLY recommend you do it. Before you take this sidequest, speak to Maxim, the giver of the first sidequest, and purchase the **Mushroom Recipe** from him if you forgot to get it in Chapter 7. Another one for the Dandelion. Now you can go ahead and take the sidequests from the Bulletin Board.

- Prison Infiltration
- Wanted: Drolls

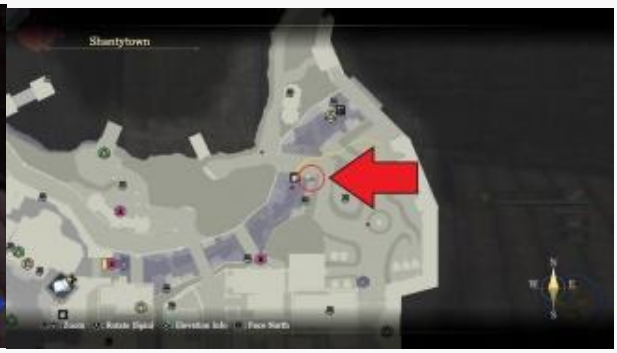
After these sidequests, if you haven't really been fighting Lemures, then you should get the 100 NOX needed to get past the Miasma Vortex to continue with the story (maybe around 150 NOX). Make sure to give that Recipe we just bought from Maxim to Chante before we leave.

Before we leave, let's go get 2 more secret areas here in Balduq. We could've done this much earlier, but I like to spread things out to keep things interesting. For the first area head to the little alley on the west side of Central Distrct (behind Rosalie's Prison Goods) where the Graffiti was before and use your Third Eye to find a hidden switch.

Press it to open up a little passage into a new room, the **Secret Medicine Stash**. In here you can find 4 , containing **Bitter Remedy x2**, **Hermit's Remedy x2**, **Panacea x2**, and **Sweet Remedy x2**.

That's it from this room.

For the next one, head to the little area above Nirvana, the restaurant in Shantytown and use your Third Eye to check where the Graffiti is to find your switch. Press it to reveal your hidden room called **Concealed Stockroom**.



In here you can find 4 more that have **Grimnut x2**, **Black Fig x2**, **Nors Bleu x2**, and **Dry-aged Meat x2**. Very nice. That's 8 less chest to worry about.

And with this we are finally able to leave the city with peace of mind. Head on over to the exit northwest of Keening Highlands (we already activated the Relief Tile) and prepare to get rid of that barrier.

Legions of Calamity Siege

This is one of the last sieges we'll be doing. Yeah, we're nearing the end of the game! I hope you've been enjoying the game and guide so far!

This one has a whopping 5 waves of enemies. There will be several enemies coming out of the pillars but they are easily killable since they're all ganged up in a bunch. Wave 1 is nothing special really. You do have several of the little floating heads called Valron coming out so bring out a user to get rid of them ASAP.

Wave 2 has a total of 6 black pillars, 3 on each side of the Sphene. We'll have more little floating enemies weak to appearing (Lu-Anjy this time) so getting rid of them can be quite annoying. Afterwards we'll have those large babies and some stuffed rabbits come out of the black pillars. Afterwards more of those floating heads (Valron) will appear followed by some of those snake looking enemies with mantis hands.

Wave 3 starts out with Zerasporte, those giant enemies weak to . These guys are still weak to and using a skill like Krysha's Cat Stomp (Heavenly Steps) is great to make quick work of them. Be careful because as you fight them some of those large sphere Lemures will appear and during them one of those sneaky black pillars will appear behind the Sphene. Stay close to the Sphene after you kill the Zerasporte so you can protect that Sphene. After the sneaky black pillar continue fighting Lemures and the wave will end.

The upcoming wave 4 has a total of 8 black pillars so this will be a lengthy wave. Be extremely careful because as enemies start coming out of them a sneaky black pillar will appear near the Sphene. Hurry back and protect it at all costs. For the first time ever, a second sneaky black portal will appear back here, drastically increasing the amount of Lemures you have to fend off. These are a bit harder because you don't have all the decoys to help you out.

For wave 5, you know what's coming! The "boss" of the siege. This is one of those wheel-looking Lemures (Disastyrfe is the name) and it acts exactly the same as the previous ones. Of course this one will hit harder due to its higher level, but it's basically the same fight.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Nightfrost Beauty x2	Mystic Lazulite x2	Sacred Branch x2	Verdant Leaf x2
First Time Rank	Hero Cloak	Hermit's Remedy	Sol Spar	Dry-aged Meat
First Time Clear	Defense Elixir	Polar Night Drop	Unfading Hide	Indestructible Shell

After the fight... man, these really do feel weird without having Aprilis starting and ending the fights, huh? I kinda miss her.

Anyways, up ahead we have our next area, **Ciel Canyon Trail**. Now, if you did what I suggested and got 200 NOX, then you should have at least another 100 NOX and if that's the case you'll see that yet another Miasma Vortex has appeared. Yes, this one is on the eastern side of Estatte Road where the abandoned village is. I lowkey forgot there was a barrier here. We are going to go explore that area first, but if you have no interest then click the link below to go to the Ciel Canyon Trail and continue the story.

- Ciel Canyon Trail

Ok, if you're going to that other barrier then continue reading! Fast travel to the Relief Tile on the east side of Estatte Road and you'll find your Miasma Vortex behind the fence.

Note that this is your typical **PURGE** so I won't be going over it. Just remember that Anemona's Third Eye is incredibly useful and the Lord of the Night appears once you've destroyed 80 Lacrimae.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Bloodshot Tear x2	Polar Night Drop x2	Unfading Hide x2	Indestructible Shell x2
First Time Rank	Resurrect Potion	Hermit's Remedy	Relic Bone	Dry-aged Meat x2
First Time Clear	Tempest Elixir	Mystic Lazulite	Sacred Branch	Verdant Leaf

And with that, we are now to explore the upcoming area, the **Woodlands of Woe**. See you there!

Woodlands of Woe

ENEMY	WEAK	ITEM DROP
Gloggury		Sturdy Shell, Armored Shell, Luminescent Fluid
Wogene	---	Soul LUmber, Sacred Branch, Polar Night Drop
Cel-Ratni	---	Thick Hide, Ultradense Bone, Drill Fang, Cheese

HARVEST POINT	MATERIALS GATHERED
TREE STUMPS	Aromatic Lumber, Sacred Branch, Verdant Leaf
ORE DEPOSITS	Copper Ore, Mystic Lazulite

This is an enclosed area and many of the things you find here in terms of Harvest Points and enemies are very similar to those you'll find in the Ciel Canyon Trail. We'll also have a sidequest and a Landmark near the end so let's get started!

Activate the Relief Tile as you come in and make your way northwest and you'll reach an open area with several tree stumps. Check the west side before continuing north to find a behind the tree that has **Relic Bone** in it.

Head to the north of this area, drop down and go west first to find yourself in a fork. Go north first to find a between 2 tree stumps (one of them is an enemy) with **3600 Gold** inside.

Go west from the fork now and you'll find another . This one has an **Iron Bangle** inside.

Return to where you dropped and start going east. You'll see there's a chasm on the northern side of this area so be careful and don't fall down. As you go east you'll see a rock coming out of the ground that has a on top of it with **Panacea x2**. There's a warp point for easier access.

Go southeast up the wall and as you go south you'll reach a little stream. Check the western end of the stream to find a with **Hermit's Remedy**.

Follow the stream south a little bit and you'll find a platform on your right you can jump up to. Do so and move to the end of the area to find a lone with **5400 Gold**.

Return to the stream and continue following it south and you'll eventually reach another platform on the right you can jump up to. Do so and move to the end of this area to find a hidden behind the tree at the end with **Dry-aged Meat x2**.

Continue following the stream east and you'll reach a waterfall. Before you jump up this waterfall go south and follow this area to find yet another behind a tree at the very end, but this one has **Defense Elixir** inside. A bit more useful.

Return and jump up the waterfall now and move to the ruins you see up here. You'll find someone up here, **Tetra** . You might remember her from one of the sidequests we previously did, the one where we needed to find Graffiti with Anemona's Third Eye. This here is also a **Landmark** called **Forbidden Altar Ruins** you can get. Pretty neat.

Now, before you talk to her, let's get the last chest of the area. Warp to the pillar in front of her (in the back of the altar) and look south to see the on top of the pillars. Double jump go the right, walk around and jump up again to get to it. You'll get **Dark Grimoire** once you open it. This teaches Jules a skill, which is pretty nice.

Now go ahead and talk to Tetra. This will start a completely optional sidequest so it'll be up to you whether you want to do it or not (it's very easy and fast to do).

- Inscription Inspection

With the sidequest done, the landmark recorded, and all 9 opened, we have finished the Woodlands of Woe. Good going. Fast travel back to the Keening Highlands's Relief Tile on the northwestern side and move ahead to our next area, Ciel Canyon!

Ciel Canyon Trail

ENEMY	WEAK	ITEM DROP
Nipantu		Glossy Leaf, Sparkling Leaf, Polar Night Drop, White Asparagus
Cel-Ratni	---	Thick Hide, Ultradense Bone, Drill Fang, Cheese

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Sparkling Leaf, Snowbell, Marl Flower, Nightfrost Beauty, Verdant Leaf
TREE STUMPS	Aromatic Lumber, Sacred Branch
ORE DEPOSITS	Copper Ore, Crimson Spar, Mystic Lazulite, Sol Spar
BREAKABLE OBJECTS	Beast Hide

Ciel Canyon is another small area so we'll get out this one quick! Do note that there are several chests that are located on the higher ground so you'll be running past several of them, simply go get to higher ground further down the dungeon and backtracking to get them.

With that said, there's no Relief Tile to activate as we start (which is weird to be honest), but proceed north while sticking to the chasm on the left and you'll eventuall see a on a ledge below that has **5400 Gold**.

Run back up and move forward until you reach a large man-made wall. Go through the wall and make an immediate left. You'll find a dead end here you can also find a around the corner with **Quiche**

Recipe inside. This is the second to last recipe, but before we head back let's finish the area and find our next Relief Tile.

Continue following the path northeast and you'll eventually see on your minimap a path going northwest. It's on higher ground so we cannot get to it just yet. Continue until you find a tree on your left. Nearby this first tree is a in a little cubby that has **Panacea x2** in it.

Continue moving along the path and just up ahead you'll find 2 trees, one on each side of the road. Past them is another pair of trees. Go right from the right tree (going southeast) and you'll enter a little enclosed area with a that has **Dry-aged Meat x2** inside.

Return to before the 2 trees and go left from the left tree now to find a large rock that you can use to jump up to the area above. Finally what we needed. Time to follow this path as you head back from whence we came and you'll reach a not long after to find **Bloodshot Tear x2** inside it.

Continue backtracking and remember that path we previously saw on our mini map going northwest? We'll finally be able to reach it and if you go through you'll be able to find yourself a **Landmark** called **Hidden Herb Garden**.

Return now to where the 2 trees are and continue following the brick road. At the very end of this brick road you'll find the gate of this area. It seems we are never going to leave the Balduq region, huh? To the right of it (south) is our way to the . Obviously we'll want to explore the rest of the area before we head that way, right? Go left from the gate and you'll find a rock path that takes you up to the area above. Head up there and you'll be able to find a with **Ruby Cape**.

From here you're going to want double jump and glide west while sticking to the northern wall to reach the upper area to the west. Over here go west first to find a at the edge of the area with **3600 Gold** inside.

Now go north to find a little area that has a with **Seal Rubric** inside. This is a very good and expensive sacramental, but it's not worth heading back just yet. Do note that here you'll find some yellow ore deposits. These are really rare and important because they drop Sol Spar, which are the most expensive minerals for your weapons.

Leave this little area and continue directly south. You'll see we can jump across the gap to another ledge on higher ground. Do so and go west across another gap to find a with **Hermit's Remedy**.

Return east across the gap. We are to go south now towards the , but the area is weird because both the lower and higher ground take you to the same area, or rather at the end of the lower area you are to reach high ground and continue from there. There's also nothing worth mentioning here except for one . Follow the path south/southwest while staying on high ground and you'll inevitably be on low ground once again.

In this little open area head to the west side and you can find the last behind the rock and the tree at the end. It has **Sol Spar x2** inside.

From here jump up the rock on the right and follow the high ground until you reach the entrance to the aqueduct. This is it boys! Head inside and I'll see you in the next area!

Hidden Research Wing

ENEMY	WEAK	ITEM DROP
Divarse	---	Anguished Tear, Ultradense Bone, Drill Fang
Voldon		Anguished Tear, Luminescent Fluid, Mystic Lazulite
Valvalchia	---	Beast Hide, Drill Fang, Unfading Hide, Red Meat
Niktravha		Anguished Tear, Luminescent Fluid, Bloodshot Tear
Avaluga	---	Unfading Hide, Bloodshot Tear, Relic Bone
Adichivo		Indestructible Shell, Relic Bone, Adichivo Shell

HARVEST POINT	MATERIALS GATHERED
BREAKABLE OBJECTS	Smoked Meat, Snowbell, Sparkling Leaf, Crimson Spar

Here we go boys, the last dungeon of the chapter and probably one of the easiest ones so far. Yep, it's a somewhat simple dungeon with NO midway boss (thank god!) and a very easy end boss.

Jump down as we enter and after the little talk go ahead and activate the Relief Tile. We can go back to Balduq and give Chante the recipe. Do so and you'll get the **Qiche Recipe**. Just one more. Also make sure to take it to Sister Mel in the cathedral. She'll give you the **Life Formula** for the 12th food you bring her. This is for Saradhi and it will allow you to create Life Elixirs, which increase your max HP by 100. It requires some really really rare items to make but well worth it.

Also make sure to go to Tito downstairs and give him the rubric we found. This will allow us to create the **Ares Seal** sacramental, which increases the boost gauge charge rate. Perfect for going into a frenzy in battle. It is quite pricey to make so don't worry if you can't afford it just yet (this is me after spending over 120k to upgrade everybody's weapons).

With that out of the way, let's get started with the dungeon. Head west up the stairs, kill the enemies that appear here and you'll see a breakable wall to the north. Use Valkyrie Hammer to break it down and find a behind with some enemies next to it. Kill them and grab **Leather Necklace IV** from within.

Continue going west and when you get to the door use your Third Eye to reveal a little switch next to the door. Note that the eye on top of the door will glow blue/green. Throughout the dungeon, whenever you see a door you can use your Third Eye and check the color of this eye. If it doesn't change color then you can't open it.

Head inside to trigger a little scene. It seems this is some sort of laboratory and you know that this can never be good in a RPG. Once you regain control run up the wall on your left and run around this hallway to the other side of the room to find a at the end with **4800 Gold**.

Continue going west and when you reach a larger area you'll see there's a small velociraptor here similar to the boss Avalodragil we previously fought back in Chapter 5. This dude's name is Valvalchia and he's pretty easy. He likes to screech and charge a lot. Anyway, you'll see a chest on the other side of the metal bars to the south but we cannot get to it just yet. Instead use your Third Eye to find the switch nearby to open up the door.

Go through to find more enemies but as soon as you exit the room on the side you can find the we previously saw and it has **Panacea x2** inside.

Continue and you'll be in a large room (mostly vertical). The bottom of this room is an endless pit so be careful of falling down. Anyway, approach the edge of the floor and look down. Directly under you is the path that'll take you to the next area. Keep this in mind so you know where to go once we're ready.

Look ahead of you across the room to find a warp point. Warp over there, jump up the ledge on your left and look north to see an enemy. Behind the enemy you can find a with **Hermit's Remedy x2** inside.

Return and if you look down the central path to the south you'll be able to see a chest behind the bars. We'll be getting that in a bit. Check the western side of the room to find a door. Use your Third Eye to open it up and behind you'll find a with **Sapphire Bandana**.

Run up the wall to the left of the chest and you'll reach a lever. Flip it and this will open the gate to the chest from before. Return and go through the newly opened gate to find **Warlord Elixir** inside that .

And that's it for this area. Head to the area below where we entered and Shadow Dive through the hole and we'll be in a larger room. Kill the enemies and as you head west into the next room a scene will play where we meet a little someone. Who would've thought we were going to find Belger down here? Poor man haha. Watch the scenes that play and afterwards, before you leave, open up the in here for **Dry-aged Meat x2**.

Continue going west and you'll reach a circular room. Look down the center and you'll see there's a staircase. Go down the staircase to find a in the little room with **Strength Elixir** in it. Make sure to grab it because we'll be flipping these stairs and you won't be able to get it afterwards (you can but it's a hassle).

Return to the ledge above and look at the door to the north. Use your Third Eye to hit the switch next to the door to open it. Kill the enemies in here and you'll see the exit is to the west. Before you leave head south and open up the chest for **7200 Gold**.

Head west now and you'll reach a room with 4 platforms, one on each side. Double jump and glide north to find yet another , this one with **Grand Elixir** inside. Another Bottle! I haven't used a single one of these!

Head south now through the door (use Third Eye to open it) and down here you'll see a Relief Tile and an arena in the middle of the room. Don't worry because it's not a boss fight. As soon as you drop you'll be attacked by several Valvalchia. Yes, these are the little velociraptor enemies we've fought here already. You have to fight 3 waves of 6 enemies each, which is not too bad. A minute or so to kill them all.

After the fight head east and we'll be back in the room with the staircase I told you before we were moving. Check to the right to find a lever. Flip it and you'll also flip the staircase in the middle. Follow this staircase south and as you enter the door you'll see another lever on your right. This is to flip the staircase again, but I don't really know what purpose it serves as we're not going back.

Anyway, continue ahead and a scene will play out. Just what the hell is Marius doing down here? Well, after seeing what he did to Adol at the end of the previous chapter I'm starting to have my doubts about him. Anyway, continue south and the scene will continue, somewhat.

In this upcoming room, kill off the enemies and check the wall to the east to find it's breakable. Use your Valkyrie Hammer to break it and find a with **Blade Ring IV** behind it.

Head west now and at the fork go south to find the first prisoners. It's Felix and some other NPCs. Nice! Open up the in here to find **6000 Gold** inside.

Head north now and north again in the room to find the next prisoners, Carla and them. Finally! Just like before, there's a in here that has **Adichivo Shell** in it.

Return to the previous room and go west. You'll eventually see a room on the right and Jules will say it's a magical door. We need that key! Head south and before entering the room look at the wall on your right to find a little hole. Shadow Dive in here to reach a that has **Blood Fang** in it.

Return and enter the room to the south. Press the switch using your Third Eye to open the door and behind you'll find none other than Xavier! What is he doing in here? He also seems to know what's going on with us and this place, but he won't say anything. Instead he'll give us a key in hopes it's for the magical door from before (spoiler alert: it is!). Open up the nearby by pushing the cell door open for a **Nocturne Oil**. Return, open the door and head inside to find a Relief Tile. This is it! Read ahead for the boss strat, but he's easy. Prepare to have your minds blown!

<Alchemized Knight of Chivalry> CHATELARD

LEVEL	HP	STR	DEF	WEAK
67	109000	787	1204	---

Here we are. Just who wasn't expecting this fight? Chatelard can be a hard boss if you let him be and don't know his attacks, but he's honestly extremely easy, especially for this late in the game. I felt the centipede was much more difficult because that felt we were playing a Touhou game haha. Once of the things that can make Chatelard very hard is the fact that he's small (well, in comparison to every single boss thus far), and when you're attacking him nonstop and spamming your skills it'll be really hard to see him with all the special effects happening and see what his next attack is going to be. There's usually a second or two delay between attacks so you can start getting a "feel" for when the next attack is coming.

The fight will start out feeling great. It's our first human boss fight and we'll want to enjoy it. You'll feel that Chatelard is a fast enemy, and he is. Be prepared to dodge at any given time and start feeling his attacks. There's a certain timing to his attacks, which makes dodging them much smoother.

To make your life a bit easier, take the fight slow and expect every of his attack to release those pesky black orbs. At first I kept forgetting about them and would always get hit by them. Overall an enjoyable fight, but a simple one at that.

- **Double Horizontal Slash**: he'll step in one direction while slashing horizontally, then step back to his original position performing another slash. Unless you see him about to perform an attack, it's hard to avoid the first slash, but after you see him doing it, you can either jump or roll away for the second attack.
- **Stinger**: he lunges forward and thrusts everything in his way. You can see the attack coming because he retracts his right arm and starts leaning forward. If you see him do this roll to a side and wait for his attack. If he turns towards you and lunges at you, prepare to dodge.
- **Stinger v2**: this is the same attack as before, only a bit of a smaller lunge, but after the lunge he'll perform a horizontal slash and several black orbs will come out of the slash. You can jump over these or, if you're far enough, you can simply stand in between them.
- **Downward Thrust**: he teleports upwards into the air and tries to thrust his sword into you. This is easy to dodge because you can expect it when he teleports, but he can sometimes do a faint and not perform the attack. Anyway, after thrusting his sword into the ground (and maybe you), a little dark explosion will appear and several black orbs like the previous attack will shoot out in every direction. Avoid them just like the previous ones, jump over them.
- **Guard**: probably his most dangerous attack. He'll start guarding and you cannot damage him. If you hit him several times he'll perform his attack, which is a dark explosion that hits everything around him and shoots out several dark orbs out in case anybody else is away from him. To avoid, simply don't attack him. If you see him blocking... stop attacking and move away so that your party members also stop attacking.

- **Sword Beams**: he'll perform a pair of vertical slashes. He'll first slash upwards, creating a line of beams that come out of the ground. His second slash comes downwards, creating a second line of beams. This second one will move to wherever you are so lure the attack and roll out of the way.

Watch the plethora of scenes after the fight (is your mind blown yet?). We'll regain control after the fight, which is a first. Head back towards the entrance and a scene will play in the room with the . Continue to have your mind blown even more. During these scenes, the chapter will come to an end and the **Final Chapter** will commence.

Thus Spoke the Alchemist: Clear Chapter 8.

Final Chapter – Monstrum Nox

Balduq City

The scenes from the previous chapter will continue and they'll be lengthy. Sit back and enjoy them.

Once you regain control it'll be time to wrap up a lot of events we have on going. We'll now have Iris and Arche tell us about new requests. They are adorable!

You'll be told that your items and the other Adol's items (the ones you got during the prison events) have or merged. Anyway, right from the get go we have 2 max affinity events we can watch (little smiley faces with a heart over their head):

- **Krysha**: this one is really cute and you can see how attached Krysha is to Adol.
- **Morbihan**: you'll be surprised who this little one really is and you'll even get a **Spirit Elixir**, which increases SP by 10. We are so close to getting that full SP gauge.
- **Saradhi**: was I the only one hoping she kissed him right there and then?

All of this just here in the basement. You can talk to Maxim, Jules, and Anemona as well if you want. To proceed talk to our buddy Xavier to trigger a little scene. He'll become an ally and help us in the Grimwald Nox. A bit late, no? Haha.

Head upstairs now and you can talk to Yufa. All of her siblings are here. Watch the little scene and continue around the Dandelion if you want. You can find Chante and Credo together. This is a weird pairing. Baby girl Silhouette is still just chilling walking around the bar. You can still purchase from here if you want. Iris is here as well with her apron on. She's asking about Maxim. She doesn't know!

Tetra is talking with Vallin. Now this is an interesting pairing. Dogi is up here as well. You can talk to him and show him your map (Parks is gone for now) and if you've gotten over 80% o foverall map completion you'll get a **Warlord Elixir** from him.

Go ahead and check the Bulletin Board now. You'll see we have 3 new sidequests to do, and all of them are pretty urgent. They are all also mandatory so click those links below for more help. They are mostly here to tie up all the loose ends in the story and they are, for the most part, the best sidequests and some of the best story pieces of the game.

- His Father's Son
- Wreath Restoration (make sure to go back inside the Antique shop after the quest is complete for another scene)
- Final Dispossession

After checking these out we can finally leave the Dandelion and fast travel around. Nice! Go ahead and complete these 3 sidequests.

Completing these will allow you to have the max affinity cutscene with the following characters (they're in the Dandelion):

- **Jules**: you'll get an **Apple Compote** from Jules. There's also a really nice scene that hits VERY close to home. I love it.
- **Parks**: it seems we are friends now, but not with Parks but with Lindheim. Neat. Adol's got connections now!

We now also have both Pamella and Smirnov (Jules' parents) here in the Dandelion for good (for what's left of the game anyway).

Leave the Dandelion now and watch the little scene. It the soldiers are up and running again now that we kind of took care of the Hieroglyph Knights. Now much is going on in Balduq right now of much interest outside of the points marked with . The most important thing right now is to approach that new shop that's in front of the Visitor's Kiosk (which you can show Alex the landmarks but you won't get anything yet) and this shop will have a . Talk to the lady and she'll give you the **Platter Recipe**.

This is the final recipe! Return and give this recipe to Yufa behind the counter and you should have all 13 recipes:

- Flaky Baguette
- Baked Potato
- Apple Compote
- Bouillabaisse
- Asparagus Roulade
- Mushroom Potage
- Hearty Galette
- Cheese Gratin
- Apple Pie
- Stuffed Mushrooms
- White Quiche
- Victory Day Platter
- Refreshing Smoothie

If you got all 13 recipes you'll get a nice little trophy.

Haute Cuisine: Unlock all 13 recipes at the Dandelion.

With that done, go ahead and make a Victory Day Platter and take it to Sister Mel. This should also be the 13th dish we bring her. By doing so you'll get the **Jewel Rubric**. What is she doing with this? Anyway, take this rubric back to Tito and you'll be able to craft the **Aesir's Jewel** for 45000 Gold and some rare materials. It halves your gift usage gauge consumption. Pretty pointless at this point in the game to be honest.

Make sure to visit the shop Durfee's Butchery. It's the one just north of the Relief Tile at the entrance of Main Square. You can purchase the gift **Prime Smoked Meat** from him. This is a gift for Maxim and once you give it to him you can also view right away his max affinity scene.

- **Maxim max affinity**: we get to see Maxim smile and laugh. I've always liked him as a character. I knew there was more to him than met the eye!

Go to the bathhouse. Make sure to go to get that +10 HP. You can go talk to Carla and Felix as well to see how they're doing after the whole prison thing.

After doing all the quests you may or may not have 100 NOX. If you don't make sure to fight some Lemures so you can get a Miasma Vortex appear at Keening Highlands. Time to finally explore this part of the area and 100% it! Do note that completing this Miasma Vortex will net you a trophy (if you've completed all of the previous ones as well), but if you managed to get an S rank on them all (which is not hard by the way), you'll get a second trophy.

Conqueror of the Nox: Clear all Grimwald Nox.

Vanquisher of the Nox: Achieve an S on all Grimwald Nox.

With this Miasma Vortex out of the way you can finally explore the rest of Keening Highlands. You can do so by clicking the link below:

- Ancient Battlefield

SUPER BOSS ALERT!

For clearing this Miasma Vortex you'll get a final Miasma Vortex at the entrance. This is the super boss of the game and she's lv.95. Yes, she's extremely tough if you fight her at lv.70 like me, but it's completely doable. Click the link below for all the information I can possibly give you about her and hopefully you come victorious.

- Super Boss Vakh Medios

After going through the Ancient Battlefield / next part of Keening Highlands you'll want to return to Balduq and speak to Alex at the Visitor's Kiosk. Show him the landmark we got at the Ancient Battlefield and we'll be at 21 landmarks. This is the final one and you'll get the **Blast Grimoire** for doing so. This teaches Adol the skill **Cardinal Blast**. It's an amazing skill.

And with that head back to the Dandelion (after at least all 3 sidequests are complete) and a little scne with Chante will play. He'll tell you that you'll have another sidequest... and this one is from Belger. Uh oh. Since you're in the Dandelion you might as well talk to Saradhi and give her the Strength Formula we got back in the Ancient Battlefield.

And with that said, let's do Belger's "sidequest". This will not go into it's own page since it's practically part of the main story.

Head to the Artisan Lane and leave north through the gate. Once out here in Estatte Road watch the scene and kill those pathetic enemies that come at you. Move up ahead and keep an eye on your right because you'll see your and a whole bunch of Lemures bunched up.

There will be 2 easy fights against the Lemures so kill them and watch all the scenes that play out. What is happening to Hawk? I don't like this. Return to the city and watch some more scenes with Aprilis. It seems she's going to help us bring Hawk back. Nice!

The scenes will continue with us in the coliseum and in a 1v1 against Hawk. Not much to say here. Hawk uses the same attacks and skills he uses when he's in your party so you should be familiar with how he fights. Given that he uses thrust attacks, most of his regular attacks are easy to avoid since he's all pokey pokey. You'll actually have to fight him 3 times for his to calm down. Watch the scenes that play out afterwards (I love to see Jules teasing Credo) and we'll be back in the Dandelion.

As the scenes are over, we'll have some more sidequests to tackle! We'll now have little Anemona and Krysha tell us about new requests. Cuteness overload!

As we regain control you'll be able to watch several **max affinity** scenes. These are great because we are finally tying up the "People's" section of the journal. All of these get their entry updated. Don't worry guys, keep following the guide and we'll get 100% of these.

- **Margot**: at the table next to Saradhi and Maxim. She has a smoke with Adol... since when does Adol smoke? This one caught me by surprise!
- **Credo**: he's in the infirmary and all messed up after our fight.
- **Anemona**: helping as a waitress on the first floor. I didn't know she helped. This is one of my favorite little scenes in the game. It's the first time we see Aprilis being more Rosvita than Aprilis and we also have little Anemona. I love this so much.
- **Yufa**: she's in the kitchen with Krysha. I like this scene a lot and it's another one that really hits home for me.

You can talk to Krysha and Yufa for a little talk, as well as with Silhouette and Vallin and Yufa's siblings. Once ready though, go to the Bulleting Board and check those requests. Unlike the previous ones, these are not mandatory but they help tie up some loose ends.

- The Errant Knights
- Life by the Sword
- Wanted: Bualadh-Orgh

Note that finishing these sidequest will give you the option to check these **max affection** scenes:

- **Lucien**: he's outside the Hieroglyph Commandery building. One of those characters that literally had nothing noteworthy to bring to the group.
- **Aprilis**: this one will be available after "Life by the Sword". Xavier will remember who he really is/was and you'll have the scene with baby Aprilis. This is a really nice one too and I feel this must've been part of the main story and not something optional. Gives you that sense of comradery. You'll also get the item **Diable Ring**, which increases your STR and DEF, and damage against Lemures. Aprilis' entry in the journal will also be updated.

You'll also get a nice little trophy if you've been doing all your sidequests!

Good Samaritan: Attain 100% of all quests.

Leave the Dandelion and a scene with Aprilis will play (this is when you set out to do the sidequests of course). Poor Aprilis, she's been through a lot. You can go to the Pendleton Company and have a little talk with Carla and Mr. Riche. You can also go to Marcel and Potts in Artisan Lane for a little talk as well. You can go to **Susie** in the Agricultural District (the merchant on the eastern side) and she'll give you **Tomato x10**. Nice.

Now, ready to proceed with the story? Man this is the longest Balduq section we've had. Anyways, once ready fast travel to the Balduq Cemetery and approach the monument in the center. You'll be asked if you want to proceed with the story. You can say yes as you can always come back once you reach a Relief Tile.

Go ahead and select yes and I'll see you all in the next page!

Balduq Fortress of Yore

Welcome to the last dungeon (and probably page) of the game!

We start on the outskirts of what looks like Balduq Prison. Watch the scenes that play here and now we'll be ambushed by Lemures. In this section of the game we'll need to move through this area while fighting Lemures. Your path will be blocked every now and then so you'll need to fight them. You can consider this a Grimwald Nox siege of sorts, but continue going north while fighting Lemures until you reach your destination, Balduq Fortress. There are no chests, no nothing to worry about. Just fight and move forward.

ENEMY	WEAK	ITEM DROP
Chilvalier	---	Crimson Spar, Luminescent Fluid, Mystic Lazulite
Melai-Siga		Beast Hide, Armored Shell, Unfading Hide
Vrovollo	---	Bloodshot Tear, Relic Bone, Otherworldly Core

HARVEST POINT	MATERIALS GATHERED
BREAKABLE OBJECTS	Verdant Leaf, Unfading Hide, Nightfrost Beauty, Smoked Meat, Indestructible Shell, Mystic Lazulite, Polar Night Drop, Sol Spar, Sacred Branch

Once we're inside you'll find the first Relief Tile. Go ahead and activate it. Head north up the stairs and continue north to find your first enemy in here, the **Chilvalier**. Remember that boss that was stuck in the ground? The armor? Remember that we fought him a second time once he was standing up? Well these guys are mini versions of that. Super weak though so no need to worry haha.

In the next room go left and look down the broken walkway. You'll be able to spot a down there. Before you drop down and get it go to the northeastern corner (up here) and you'll see a large pink crystal. Kill the Vrovollo here (he likes to spin his head) and use your Valkyrie Hammer to destroy the crystal. This will open up the door down below that gives us access to the next area and will be a recurring thing in this place so you know what to do and what'll happen when you find one of these.

Drop down now and go grab that that has **8000 Gold** with your name on it.

Head east now and you'll reach a large area. Move to the northwestern side and use the warp point to get up to the upper walkway. Go around and as you head east you'll see a Vrovollo enemy in the northeastern corner. Glide over there, kill it and open up the here for a **War King's Cape**.

Return across the room and jump across the little gap in the corner to land on the southern side. You'll see one of those purple crystals in the distance. To get to it you can actually stand on the slanted part of the wall on the right. Make your way across and destroy the crystal.

The passage below you will now be open. Drop down and start following it. The next room is weird because it only has one enemy and the crystal to the east. That's it. Break that crystal and continue north to reach another room. Head south, destroy the crystal and the path to the north will open. Go north now and we'll be in an hexagonal room. The entirety of this room will be going around the room on the walkways on all of the sides. Note that there are these large green pillars floating over the pit. We're going to be using all of these to run up them and reach the next level.

Start by going northeast, jump on top of the first green pillar on your left and look ahead and down to find your first in here (there are several). Glide on over to it to find a **Tempest Elixir**.

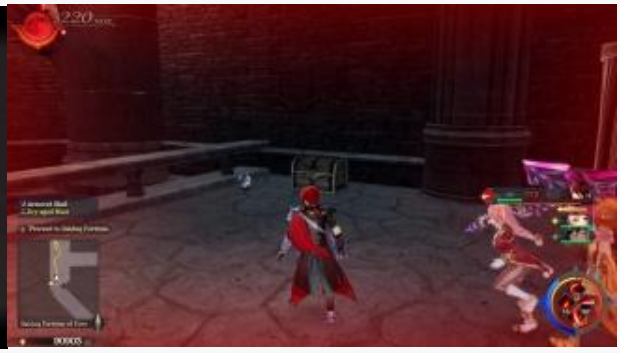
Return by gliding and running up the green pillar. Continue going northeast and you'll find a part of the walkway is missing. Glide across and continue going and you'll eventually reach a crystal on the northern side of the room. Kill the enemies and destroy the crystal. This crystal brings down the green pillar up ahead. Run up this pillar and glide west to reach the next walkway. There's a right away that has **Panacea x2** inside.

Kill all the enemies here and destroy yet another crystal. This will lower the green pillar up ahead. Make your way to it and before you run up check the end of the walkway to find a with **6000 Gold** inside.

Run up the green pillar now and glide southeast. Kill the enemies and destroy yet another crystal to bring up a green pillar. Glide northeast to it and use it to get to the eastern platform. Check the corner right away to find a with **Dry-aged Meat x2**.

Follow the walkway until you reach another crystal. Destroy it and the green pillar behind you will go up. Run up this pillar and at the top we are supposed to go to the northern platform. Before we do, however, glide to the southeastern platform that has all the enemies. Kill all the enemies and open up the lone here for a **Grand Elixir**. Nice! We have so many bottles now!

Return to the green pillar and now glide northeast. Follow the walkway as it goes up and before you move to the center of the room check the corner to find a with **Hermit's Remedy x2** inside.



Move to the center and use the elevator to go down into the next area. See ya there!

Balduq Fortress - Abyss

Start by moving forward and you'll reach a really large room with an elevator in the middle. There's a barrier around it so we'll need to clear it in order to reach the final boss. You'll also see there are 3 paths to go from here: east, west, and north. These open up in order and at the end of each of these 3 paths is a little mini dungeon/puzzle with a boss at the end. Beating all 3 of these will make the barrier disappear. I'll be listing everything in this page but I'll divide it by sections so click on the Table of Contents below to jump to where you need to go, or just read as I'll write it all up in order.

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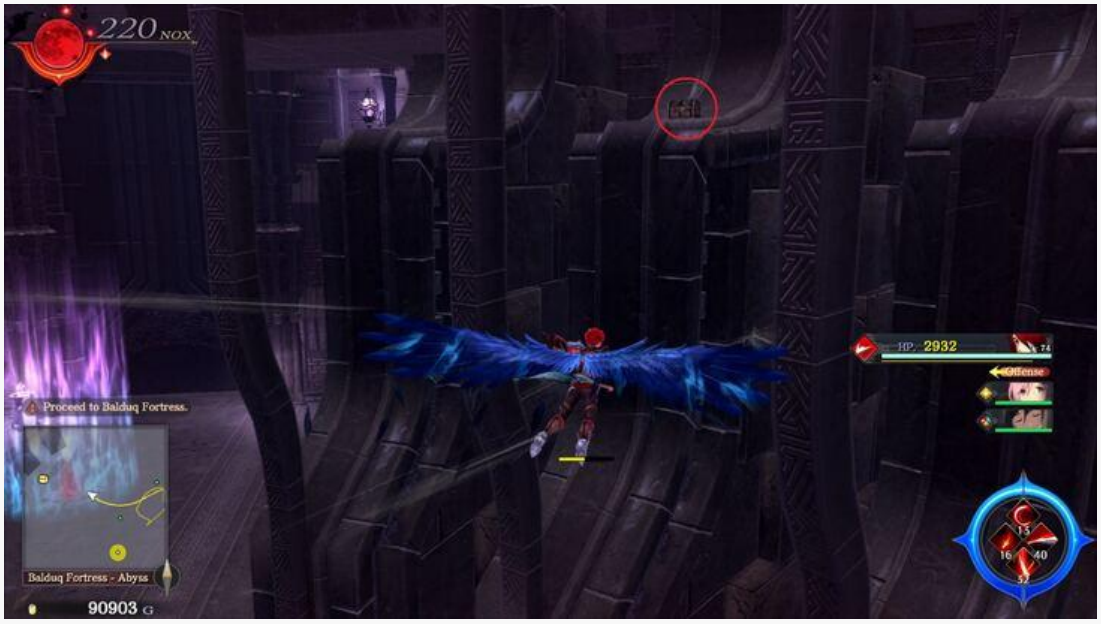
Balduq Fortress Abyss

Start by activating the Relief Tile and before you do anything, there's a total of 4 in this large room. If you look southeast and southwest you'll be able to spot 2 (1 on each side) in the little halls.

For the other 2 , the northeast and northwest ones, if you look at the same exact little halls you'll see no chests. You'll need to run **UP** the wall separating these little halls and you can find both at the top.



Opening these 4 will net you **Verdant Leaf x4**, **Sacred Branch x4**, **Sol Spar x4**, and **Polar Night Drop x4**.

Go east now, break the crystal and the gate will open. Head in and follow the path full of enemies until you find another crystal. Destroy it to open up the path that leads you to another room full of monsters.

Kill them all and follow the little hall on the eastern side of the room to find a with a **Sovereign's Shawl** in it.

Destroy the crystal nearby and it'll open up a path to a portal. Take this portal and it'll take you to a brand new area!

Fool's Jail

These are short but can be trippy sometimes. Start by moving forward and run up the wall when you get to it. Kill the Chilvalier up here and glide south to the wall and run it up. More enemies in this upcoming platform so kill them and head west now. You'll be over the entrance now. Up ahead you'll some a couple more enemies. Kill them and we'll be in a fork.

Go north and **DROP** down to the platform below. Down here kill the enemies and open up the lone for **12000 Gold**.

From here you'll need to go back to the entrance and make your way back up to the fork. Go north and instead of dropping down glide across now to find a crystal. Break it and it'll reveal a warp point. Warp to it and glide to the platform to the northwest to find a with **Otherworldly Core**.

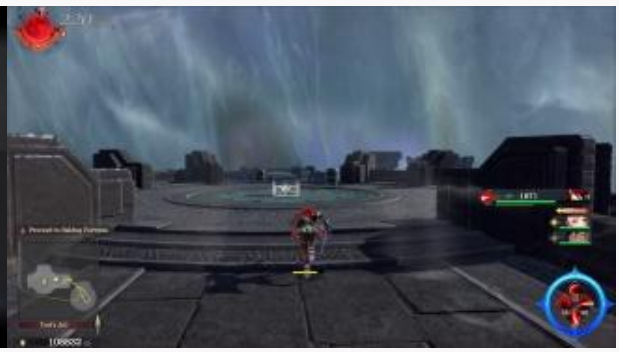
Return to where you destroyed the crystal and go east now. As you jump over the gaps you'll see a below you. Drop down and open it to find **Mythical Blueprints** in it.

MYTHICAL BLUEPRINTS

Although the game doesn't tell you at all what these are, these allow you to craft legendary weapons and armor and unlike previous Ys games, you can craft them all in the same playthrough, making it so much easier to do a Nightmare Run afterwards and even for collecting trophies.

You'll have to go south now and return near the entrance. Return to where you destroyed the crystal once again and go east, but this time don't drop. You'll see that the path continues north. **DON'T GO** just yet. Instead you'll see an elevated platform to the east. What you want to do here is to glide around it and land on the platform behind it.

Kill the enemies over here and now you'll want to jump and run up side of the wall to get to the that has a **Tellurian Talisman** inside.



Drop down and now go north. Activate the Relief Tile and glide to the green tower, running up its side when you reach it. Save your game and it'll be time for a boss fight, first of 3.

<Brazen General of a Fallen Nation> CHIMERAL BOURDON

LEVEL	HP	STR	DEF	WEAK
79	87700	802	1678	---

The Chimeral Bourdon, despite his size and appearance, is very simple. He only has a handful of attacks and all of them are easily predictable. Not much to say about this fight at all to be honest.

This is one of the fights where you want to stay close to the boss because one of his attacks hits away from him. His attacks don't really hit hard so you can easily tank them, but they're easy to avoid so don't be worried if you get hit.

- **Spray**: he sprays the ground in front of him with his left cannon hand. When you see him raise it roll close to him to stay safe.
- **Vertical Slash**: he raises his axe and slams it forward. This is probably his easiest attack to dodge.
- **Horizontal Slash**: again with his axe, but he steps back with his right foot and slashes horizontally ahead of him. You can dodge by rolling into the attack.
- **Multishot**: he simply aims his cannon at you without raising it and shots at you several times. You can run around to completely avoid the attack.
- **Slam**: he jumps really high and slams into the ground, creating a shockwave. You can double jump and glide away when you see him go up into the air.

Watch the scene after the fight and you'll see who this thing used to be. Oh man. During the scene you'll see that a crystal's barrier will disappear. Go through the gate and you'll be back in the main area.

Balduq Fortress Abyss

We are back. The path to the west is now open. Break the crystal and proceed into the next part. Go west completely while keeping an eye on your north to find a little area that has a crystal. Destroy it to open up a couple of paths.

From here go south while keeping an eye on your east and you'll find a little hall that'll take you to a that has a **Night Lord's Belt** in it.

From here go to the northwestern corner of this little maze to find a second crystal that you have to destroy. After doing so some more paths will open. Simply head south and you'll be out of here. Follow this path while killing any enemies that might be bugging you and you'll reach the portal to the next area.

Heretic's Jail

This area is pretty similar to the previous one in terms of aesthetics. Start by warping north to the next platform and you'll be immediately attacked by these pesky flying enemies called Dymitri. These guys are weak to and love to either drop down on you and slash you with their claws, or swing their wings creating several energy bullets that fly out of them. Probably the most annoying enemy in the game (with the shield Gublins up there as well).

Kill this sucker and the barrier will disappear. Warp northwest and follow these platforms to reach a fork. Destroy the crystal to the west and a warp point will appear to the east. Head east now using the warp point and from this platform look south to find another platform with more Dymitri and a . Jump down here and open up that to find **15000 Gold**.

Use the northern warp point to return and go north now, using the warp point to trigger another scripted fight. Kill these Dymitri and you'll see that several warp points will appear after the fight. Go west for now and warp across the pit and from this platform we can go north. Do so and follow this broken walkway until you reach the northeastern corner where you can find a crystal and a that has a **Nocturn Oil** inside.

Destroy the crystal to have several warp points appear south of you. Use these to cross the southern walkway and go west across the pit to find another crystal. Destroying this creates a warp point so use that for yet another scripted fight. Kill these guys and glide west. You'll see that the walkway curves and goes north. Before you follow it approach the lower left corner and look down to find a platform. You'll want to jump down there because you can find a that has an **Otherworldly Core** inside.

Use the warp points and they'll take you northeast. These are the ones that appeared before! Make your way back and **STOP** in the same exact corner. Instead of looking down to the platform look directly south. Do you see that lonely platform in the distance? You'll want to come here.

This one is tricky because your Gift Gauge will barely be enough for this. If you have the Aesir Jewel sacramental then I think this is the only spot in the game where it can be really helpful.

What you'll want to do is run off the ledge while you hold down the dash button (DO NOT LET IT GO!), glide while looking up and warp to the warp point. As soon as you warp, glide towards the wall and run up this wall. To me here the trick was the dash button. You want to run as soon as you get to that wall and not roll when you press it, otherwise you won't have enough to run up the wall. Anywho, you'll find the last in this area and it has **Crimson Fang x2** inside.

Glide back and now go north. You'll reach the Relief Tile and ahead the green pillar. Save up your game because we'll have yet another boss fight (don't worry, it's as easy as the previous one).

<Sinful Inquisitor> CHIMERAL ROUSSILLON

LEVEL	HP	STR	DEF	WEAK
78	102000	880	1398	---

Many of this boss' attacks revolve around energy, being energy beams shooting out of the ground, or energy orbs that spin around him. Although the boss is not particularly hard, it can be hard to keep up with all his attacks because they are have so many pieces to them (several beams, or several spinning

orbs) and he can sometimes have 2 attacks going at the same time. If this happens, focus more on avoiding the attacks rather than attacking him.

He has a couple of physical close-quarter attacks that can be easily avoidable because his body parts will glow purple when they're about to perform the attack. Other than that, he's a real pushover that's probably even easier than the previous boss.

- **Wave Beam**: several beams will shoot out of the ground around him. As they disappear the same beams will move a little bit away from him and shoot out of the ground, rinse and repeat a couple more time. This attack is incredibly easy to avoid as the beams travel in a straight line so you can trace them with your eyes and not get hit since they fan out so much you can practically run in between them. Once they reach the edge of the arena they'll come back in the same fashion so expect them in the same place and once you avoid them and they're back to the boss they'll gather and shoot forward in a straight line. These are slow so you can simply walk around them.
- **Cross Slash**: the green/purple "wings" things he has on his back will move to above his shoulders, glow purple and perform a cross slash. If you see them move go ahead and prepare to dodge the attack to a side.
- **Double slash**: he raises his arms, the hands glow purple and he swings down, then swings back up. Another extremely easy attack to avoid once you see those arms go up.
- **Dark Orbs**: he extends the purple draps of cloth and place a dark orb per piece of cloth in the center of the arena. These orbs will start moving in a circle and coming in and out from the boss. Keep an eye on these as they can hit you when you least expect them. You can also easily jump over them, which is what I recommend.
- **Black Meteor**: he floats a little bit, all 6 pieces of cloth around him will go up as if they were arms and a large black meteor will come down. As soon as you see him going up and all the cloth arms as well, start running away and as soon as the attack is going to hit roll to avoid the attack.

Watch the scenes after the fight and go through the portal to be back to the main area.

Balduq Fortress Abyss

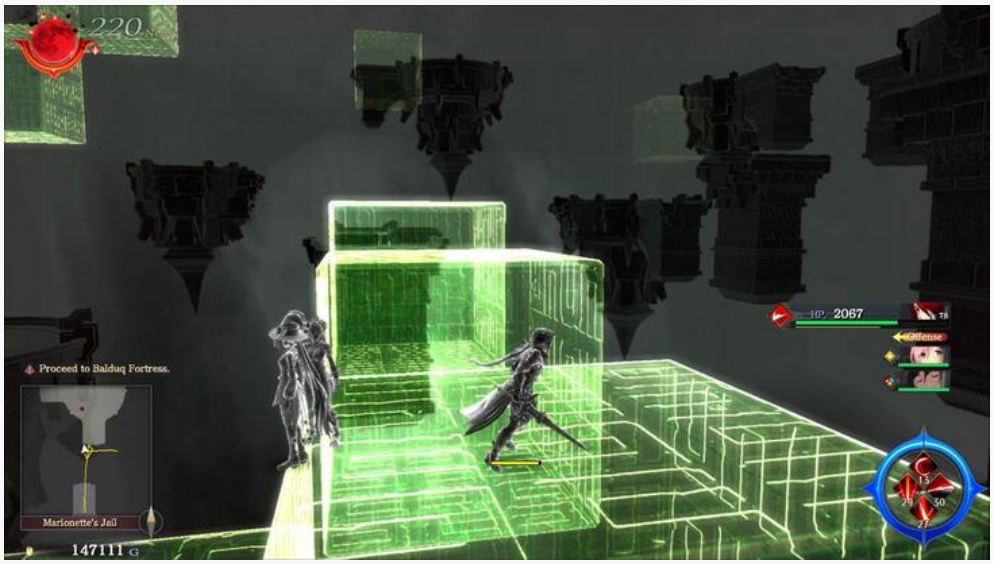
Time to go down the last path. Head north now, break that crystal and move forward. This is a pretty straightforward path. Destroy the crystal when you reach the first room, go north afterwards and you'll reach a room with tons of enemies. Go east from this room first to find a , this one has **Imperator's Bandana** in it.

Destroy the crystal in the room and follow the path west now to reach the final portal. See ya there!

Marionette's Jail

This is the last area like this. It is a doozy so be prepared.

This area is similar to the previous two in terms of aesthetics, but the gimmick in this one is different. In the first one we had running up walls, for the second we had gliding and warping. For this one... it's invisible platforms. Yep, and I for some reason completely forgot Third Eye existed and tried to do this without using the gift... how wrong I was haha. When you use the gift you'll be able to spot all the invisible platforms as they glow this intense green that's impossible not to see.



NOTE: you can still stand on the invisible platforms even if you deactivate Third Eye so keep that in mind.

Head north to the next platform, kill the enemies and continue east. Kill the Vrovollo here and now we'll be going north. You'll see that the invisible platforms will be going west. Follow them and glide across the pit. Once you do cross the next pit west and kill the enemies here in the corner. Before going north, look southwest to find some invisible platforms. Glide from the top of the corner and run up to the platforms. From here get up to the platform and open up the to find **Adichivo Shell**.

Return and go north now. Use the invisible platforms to get to the northern platform. Kill the enemies here and approach the eastern path. This is a long path made of invisible blocks, but as you step on the first one look south to find another one. Double jump and glide over to them. Follow this path of invisible blocks (there will be a lot of jumping) and you'll eventually reach a platform with a . Glide to it and open it to find an **Otherworldly Core**.

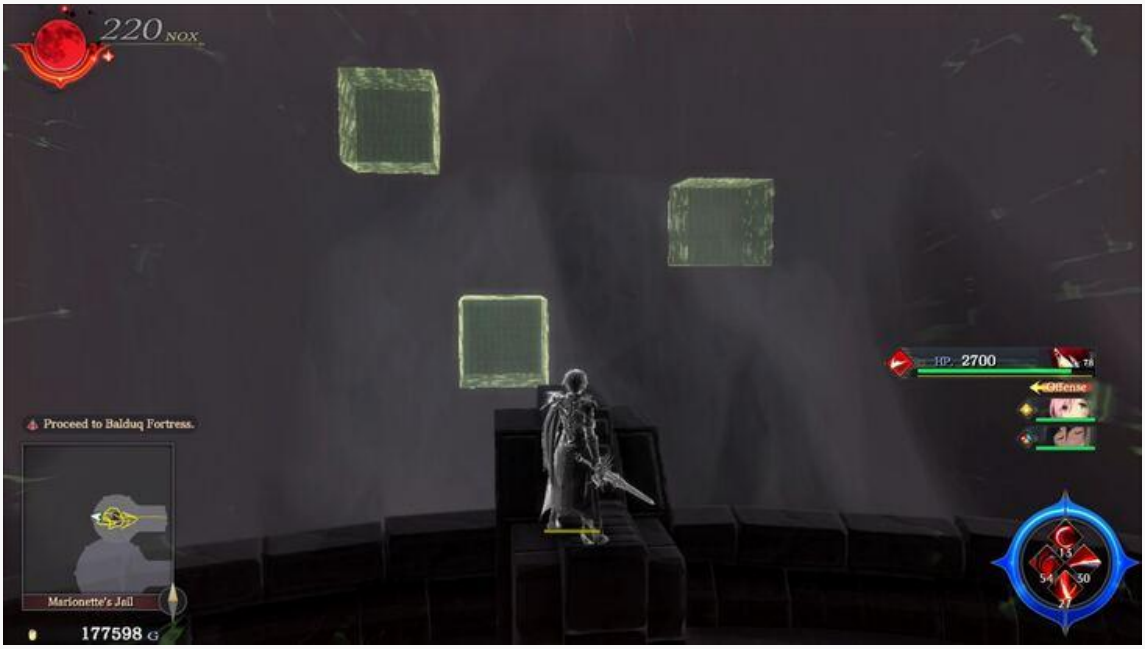
From here approach the southeastern edge and look down to find another in the distance. Jump down/glide there and open it up to find **Relic Bone x4**.

Head north from here and you'll be back near the beginning. Make your way back to the long invisible path going east, and you'll eventually reach a regular platform with a couple of enemies. From here go north and you'll want to run up the wall in front of you. There will be some enemies up here but nothing you haven't fought before. Kill them and look east to find a wall made out of invisible blocks. Run up this wall to reach another platform.

From up here look south and you'll be able to see a platform in the distance with several invisible blocks along the way. Glide your way over there and you'll find a . Open it to find **18000 Gold** inside. They have been giving us a ton of gold!

Return north and go west. Glide across the pit and you'll be at a fork. The boss is to the north, but before we go over there continue west to find another , this one has another **Nocturne Oil** inside.

From here look west and you'll see 3 invisible blocks in the distance.



Glide over to the bottom one and use these to get to the top of the southern one. From here you'll want to glide over to the platform to the south where you can find the last of this area. Open it up to find a **Fairy Necklace x2**.

Return to the previous fork now and go north. Activate the Relief Tile and run up the invisible wall across the pit. Prepare yourself for the last boss before the final boss!

<Twilight King of Gllia> CHIMERAL CHARD III

LEVEL	HP	STR	DEF	WEAK
80	121000	970	1591	---

The last boss of the trio and let me tell you, I am liking the aesthetics of this boss.

This is another really easy boss where his physical attacks are easily telegraphed, giving you plenty of time to move around and/or away allowing you to stay safe. His other attacks take a little bit of time to perform, which also lets you see what he's going to do and prepare accordingly. The boss has more HP and DEF than the previous bosses, which will make this fight feel like it's more difficult, but it's really not.

The boss can teleport around the arena at will and he likes to use his Circular Slash as he reappears so be careful on that one.

- **Double Thrust**: he shoots himself forward, thrusting both of his swords diagonally into the ground. You can see when this attack is coming because he leans forward a little bit and moves his arms backwards a little bit.
- **Cross Slash**: he kneels, crosses his arms and swings both swords in front of him. This attack has a very wide range and can hit even his sides so be careful. You have plenty of time to avoid the attack and run behind him or away to avoid the attack.
- **Circular Slash**: he moves his arms to his left (almost as if he was dabbing) and then spins slicing everything around him. This attack is hard to dodge if you're close to him as you don't have much time to run away so try dodging it as best as you can. Also staying under him while he does this helps.
- **Poison Rain**: he shoots several green orbs into the air that start falling all over the arena. They are so spread out and you can see where they're going to land that makes it super easy to avoid.
- **Thundering**: he spreads out his wings-things on his shoulders and several lighting bolts will come down, exploding as they land on the ground. Keep running around and move if you see a thunder is going to land where you're running to stay out of harm's way.
- **Slam**: he hovers towards you and slams the ground creting a little shockwave. Simply jump as he gets close to avoid the attack.

Watch the scenes after the fight and you'll be shown that the final barrier has been lifted. Head through the portal to head back.

Once back simply go to the center and use the elevator to go down even more.

Balduq Fortress - Nexus

This is the last area in the game. Are you ready? It's a really short one!

Right off the bat, simply look behind you and you'll be able to spot a little with a **Life Elixir**. Go ahead and grab it the continue north. You'll find some enemies in here, and another . This one has a **Strength Elixir**.

Continue making your way north until you reach the last Relief Tile in the game. Move forward a bit and look right from the second ramp to find the very last in the game. Jump up here to get a **Defense Elixir**.

Congrats, if you've been following the guide then you'll get your 100% Chests here.

Seeker of Fortune: Attain 100% of all treasure chests.

Now move north towards the gate to the last boss and **STOP**. Don't go in just yet. Covering this last bit of map should net you 100% map covering in here and, if you've been 100%ing all of the areas up to now (it's not hard at all) then you'll get another little trophy here.

Cartographer: Complete the map of Balduq.

Now, before we take out the boss return to the Dandelion. There's a couple of things you can do.

Start by talking to Parks. Show him your map and it'll finally be completed. We haven't been here before so you'll get the rewards for 90% and 100%, which are **Defense Formula** and **Apocrypha: Penance** respectively. Go ahead and use the Apocrypha to have 1 more sacramental to equip.

I highly recommend you make the Legendary Weapons/Armor. Besides making your life easier for the next boss and future runs, you'll get some trophies out of it. Before you make any Legendary Weapons, however, I recommend you get the 1,000,000 Gold trophy. To do this you need to get 1,000,000 Gold. We got a ton of Gold in this last dungeon (I had 185,000 Gold) and I was able to get it.

The way you want to do this, as it's with usually every Falcom game, is to sell everything. Save your game so you can reload later. I still had all of my Strength Elixirs and whatnot so I sold that as well. You basically want to unequip every accessory and piece of armor that you have and sell everything until you get the 1,000,000 Gold. If you don't manage to get it then you can either farm for what's left or you can wait until the second run. I managed to get over 1.2 million gold just by selling my stuff.

If you manage to do this you'll get a trophy.

Errant Millionaire: Have 1,000,000 Gold in possession.

Now on to the Legendary equipment.

Talk to Tito now that you got the Mythical Blueprints and a scene will play. He'll get an update to his entry in your journal, but it doesn't take much to make your Legendary Weapons.

You'll be needing: 1x Otherworldly Core, 4x Sol Spars, and 4x Sacred Branches. You can purchase all of these materials from Morbihan so it's no real problem. It is a bit expensive to purchase all of these, but totally worth it. Personally I don't think you should upgrade your items until you reach the very end of the game so you can get your 1,000,000 Gold trophy later.

After creating your first Legendary Weapon (for whoever), you'll be able to watch a **max affinity** scene:

- **Tito**: you get to see what Tito is planning to do with his life, and about Arche. This kind of reminds me of my and my little sister not going to lie.

If you've been following the guide thus far you should be getting a trophy here for maxing out all of the characters' affinity.

Ambassador of the Dandelion: Attain 100% of Affinity with all characters.

With this done, we are ready to proceed. Fast travel back to the Relief Tile at the end of Balduq Fortress and head to the main gate. It'll ask you if you're ready. Save your game, prepare yourself and proceed.

There will be tons of scenes here as you may expect. Watch them all and once they're over we'll be in a boss fight, the second to last one!

<Dark Progeny of the Night> ATRA NOX PHILIUS

LEVEL	HP	STR	DEF	WEAK
83	189000	964	989	---

Ok, this is a boss worthy of being here. I bet none of you saw this coming! At least I didn't!

Atra feels like a combination of Vergil from the Devil May Cry series (especially DMC3) and Gilgamesh from Fate/stay night. Most of his attacks involve large energy swords (they look like claymores) that he can summon at will and the amount that he wants as well.

This being the case, many of his attacks have crazy range because his swords are really big and he's not even grabbing them. They just float in front of his hands. He's also a very fast fellow, which makes it hard to predict his attacks, which are easy to dodge when you're able to predict them.

This is one of those fights where I recommend you fight defensively. You can definitely go all out, but if you want to take less damage then playing defensively will do. You'll want to bait his attacks as much as you can because there's always a couple of seconds after his attacks where he'll just sit there without

doing anything, giving you the perfect opportunity to hit him. Do note that, like said above, his attacks have huge ranges so make sure his attacks are done so you don't run into a random slash.

One of his most dangerous attacks is the Gilgamesh move. He'll open up tons of little portals above him and swords will come out flying at you. They also home in on you so you're going to want to avoid this one at all cost.

Again, a really easy boss but I think they went with a more fun fight with no gimmicks over difficulty and I, for one, really appreciate that!

- **Sword Combo**: Atra performs a sword combo, starting with a couple of horizontal swings of his swords, then several swords that appear in front of him, then they'll spin behind him and he'll end with a cross slash. Yes, a lot happens. This is an attack where Atra will move forward without being able to change direction so roll to a side and watch him go. He has some variations in which he can only perform the first 2 swings of the swords, or simply perform one larger swing that has more horizontal range.
- **Dive**: he goes up in the air and dives, trying to thrust his weapon into you. As he touches the ground he'll continue moving forward and spin a couple of times. Another attack in which he'll just move ahead and won't be able to change direction. Just move to a side and watch him go.
- **Whirlwind**: he stays in place, spins in place creating a whirlwind. Several swords will appear around him, stop and shoot out. These swords fan out so the further away you are from him the easier it is to avoid them. If you're close to him then you most likely got hit by the whirlwind. If you see him standing still without doing a thing expect this attack and give yourself some space.

- **Sword Rain**: he'll raise his hand and several swords will appear above him. Get away from him because several swords will come raining down in the area in front of him.
- **Explosion**: this is a different kind of explosion. He'll wrap himself with his wings and start gathering a bunch of light. When he's had enough he'll open up his wings and several beams will come out of him in all directions. These travel real fast so I hope you have your reflexes on point to avoid this attack. The further away you are from him is obviously better to have a bit more time to dodge if needed.
- **Sword Summoning**: This is his Gilgamesh from Fate/stay night moment. He floats in the air, opens up several portals above his head and he'll start summoning swords. These fly towards you and home in, making it very annoying. You can simply run away to avoid them all because they hurt.
- **Gravity Orbs**: he'll shoot purple gravity orbs to different sides of the arena. These will pull you in no matter where you are, making it very hard to focus on the fight. This is mostly done near the end of the fight. These continue to grow and eventually explode. Stay as close to Atra as you can during and don't worry about doing any damage. If you're close to killing him, then please do so.

After this fight watch the scenes that play and we're now in the last boss. Heads up, I hate this one.

<Prison Tower of Forged Souls> ANIMA ERGASTULUM

LEVEL	HP	STR	DEF	WEAK
84	200000	923	717	---

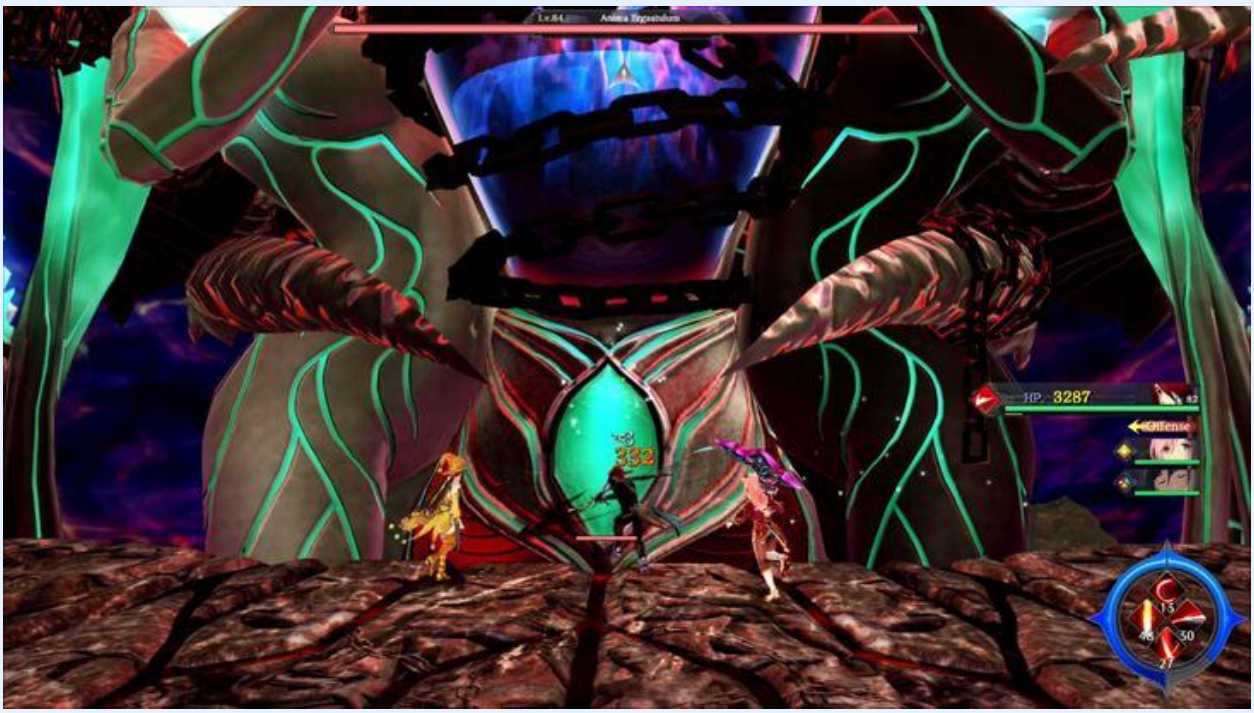
Welcome to the final boss. Well, this thing really is interesting, huh?

There are 2 phases to this boss and both of them are really annoying. I'm sorry to say this but the final boss of the game is a giant gimmick boss, unlike anything Ys's had before (if I remember correctly).

For the first phase, we'll be in the bottom half of the boss. This is where the large blue/purple crystal is located and is being held by both female statues that I at first thought were Reah and Feena, but I don't think they are because there's a lot of them in this tower.

That being said, this first part is a giant gimmick where you have to destroy parts of the tower in order so you can move to the second phase. The game obviously doesn't tell you what to attack so it's normally really hard to be here dodging attack after attack while trying to figure out what exactly you need to attack. Don't worry, that's why I'm here. Keep in mind as well that the floor is comprised of several blocks that the boss will be able to move up and down however it wants, which can totally save you or screw you over.

You want to start by attacking the large green crystal underneath the blue/purple one. Attack that one over and over and once you deplete its HP.



Once you do, we are now to attack the hair of statues themselves, at least I think they are statues, female statues, and yes, the green hair. Who would even think of attacking the hair?

Lastly, we need to attack the 2 lanterns that are on the left and right sides of the arena. You don't want to attack the lantern itself by the little horn that's acting as the fire.

Once you destroy these 2, several warp points will appear up above and in the center of the arena. You're going to want to use these to get to the top and hit another green crystal.

Once you destroy this crystal you'll be dropped and now you have to destroy that large blue/purple crystal. Do so to end this phase.

- **Sword Rain**: similar to Atra's attack. It'll shoot several purple sword in the area in front of him. Run to the back of the platform and double jump/glide out of the area of attack.
- **Fire Rain**: the statues will raise their hands and fire will rain down in all the arena. You can see where it'll fall so try staying out of it.
- **Bomb**: there'll be a bomb in the shape of a little winged spear that appears in each of the squares of the floor. These suckers explode and have an incredibly big range. You'll need to use your Valkyrie Hammer to send them away. You'll want to try to do at least 2 of these so you can be completely safe. If you can't manage to do so, try to stay in between the 2 bombs to be safe. These things do over 1200 damage so you are going to want to be careful.
- **Slash**: the statues will slash in front of themselves. If you're standing on a platform high enough to get hit double jump over the attack and try rolling out of it if possible.
- **Explosions**: some of the squares on the ground will start glowing. If you happen to stand on one of them then it'll explode and you'll take a ton of damage. If you don't the glow will disappear.
- **Blue Fire**: blue fireballs will show up out of nowhere and home in on you. They are slow and very easy to outrun. Try luring them to a lower platform and running up a higher platform to completely avoid them.
- **Wind Attack**: most of the blocks will lower and a green air will move across them, hurting anybody that stands in them several times in a row. There's a block that'll be raised so use that to stay out of the way.

Once the phase is over go ahead and run up any of the pillars to reach the top of the boss. This feels like the Kefka fight in Final Fantasy VI huh? He looks incredibly good to be honest, but this is somewhat of another gimmick fight so get ready.

Remember the fight we had against the large spider back in chapter 4? The one where we needed to use Anemona's gift to locate which of the spider's legs was the weak one? Well, do you see all those spikes on the back of the boss? Yep, we have to do the same: use your Third Eye to reveal which is the weak one. The weak one glows yellow.

You have several warp points, each of them neatly in front of each of the spike. These platforms disappear after a couple of seconds of standing on them so you'll want to be quick in destroying them. Destroying the pillars does not defeat the boss. Instead it weakens him, allowing you to drop down and hit him in the face as much as you can. Afterwards, it's rinse and repeat until you defeat him. Yep.

You can easily destroy his spikes by using skills that keep you afloat while you use them. One of them for example is Adol's **Cardinal Blast**. He'll release the attack and stay in midair while the attack is ongoing. This let me destroy each of the spikes with one skill attack, making this fight super easy.

He has some nasty attacks in which he'll be constantly releasing shockwaves on the ground, which makes you just want to stay above all the time. Note that you do not want to abuse your Gifts. Use your Third Eye really quick to see which is the weak one and disable it. Use your gift gauge for warping to get this over as soon as you can. Do be careful because sometimes a little shock can hit the platform you're standing on. It doesn't really hurt all that much but it can be annoying. You can also see an electric current going up these spikes. They can hurt you and knock you off the platform your on if you're too close so be careful and try to move away.

Again, this second phase is really easy, much easier than the first one and you'll be over with in just a couple of minutes.

After the fights watch the scene and we'll now be in an empty place with nothing but darkness. When we're with Adol 6 little orbs will talk to us (spoiler alert: these are the important figures from previous games). We need to destroy the large egg that's presented to us, the Egg of Draupnir. This is marked as a boss in the journal, but you just need to whack it a couple of times and it'll be destroyed. I just gotta tell you, I was on the brink of tears here for some reason haha.

Spoiler: Spirit

Although it's not confirmed by Falcom who these spirits are, but several people in the internet have been speculating the following:

- Dark Blue: Tia from Ys SEVEN
- Yellow: Eideel from Memories of Celceta
- 2 White: Reah and Feena from Ys Origins and Ys I & II
- Cyan: Beautiful Dana from Ys VIII: Lacrimosa of Dana
- Black/Purple: People believe this to be Dark Fact from Ys I & II due to his voice. I like to think it is.

Watch the scenes once the egg is destroyed and we'll be in the endgame!

Ending

And this is it everybody, we are finally back as the red headed Adol finally walking freely around Balduq. Sadly we are only going to say our goodbyes. You get your final character entries here so we'll be getting our trophy for that.

When we gain control you'll right away get entries for Adol and Aprilis. Head upstairs and a scene with Chante and Parks will play out. Afterwards you'll get Chante's last entry. Talk to Iris and Morbihan now and you'll get their last entries as well.

Leave the Dandelion and speak to the NPCs around here if you want. Head north to Central District and you'll find Silhouette and Professor Vallin under the tree on the left. Talk to them (they make a cute couple, huh?) and afterwards go to where Maxim used to be. You'll see little Arthur here with a letter for us.

A goodbye letter from him. You can now go to the entrance to the Noble District to find Lucien and Margot. At the fountain you can find Tito and Arche. Talk to them as well and then heas west towards Main Square to find the thieves from before. We're even saying goodbye to them. Head north from them and go downstairs to the little dock to find the soldier that was helping us while we were in the prison. This guy is a homie! Really nice!

Return and you can find Saradhi and Xavier outside Pendleton Company. It seems they are pairing up... which is very weird because I never saw them talking in the Dandelion, not even once! You do get the last entry to Xavier's journal entry so make sure to talk to him. You can even talk to Marguerite sitting on the bench next to them.

Enter the Pendleton Company and watch the very nice scene with Krysha and Carla. I love Krysha so much and Carla is wifey material 100%. Leave after the scene and we'll get another one with Ingrid. Ugh this woman! Anyway, we'll get an update to her entry as well as Parks so that's great! Head back towards the Main Gates and a scene with Smirnov and Jules will play. This will update his entry in the journal as well! A little bit to the south will trigger another scene with Yufa and family. This will update Yufa's entry in the journal and finally, leave Balduq to update Belger's entry. This will be the very last entry and if you did all sidequests and stuff you'll get a trophy here.

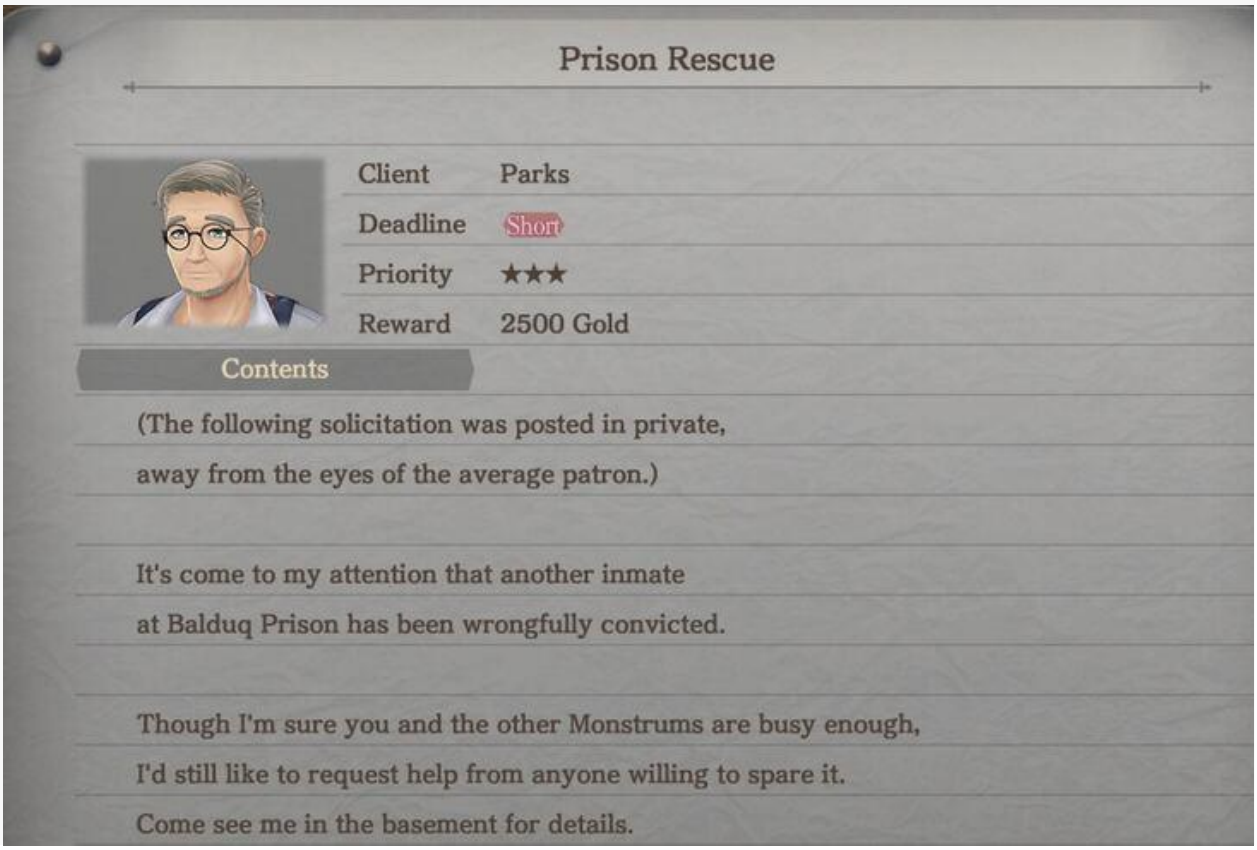
Debonair Socialite: Attain 100% of all "People" entries in your Journal.

Watch the final scenes now and the game will come to an end.

I hope you enjoyed this guide as we played through Ys IX: Monstrum Nox together. It was a heck of a journey and every minute of it was a beautiful moment that I'll treasure for years as this is one of my favorite series and I hope it showed in the guide! If you enjoyed the guide, be sure to comment below as this guide wouldn't be here without Neoseekers support. Thanks for playing along with me everyone!

Sidequests

Dandelion - Prison Rescue



- **Quest Start**: Chapter 4
- **Reward**: 2500 Gold

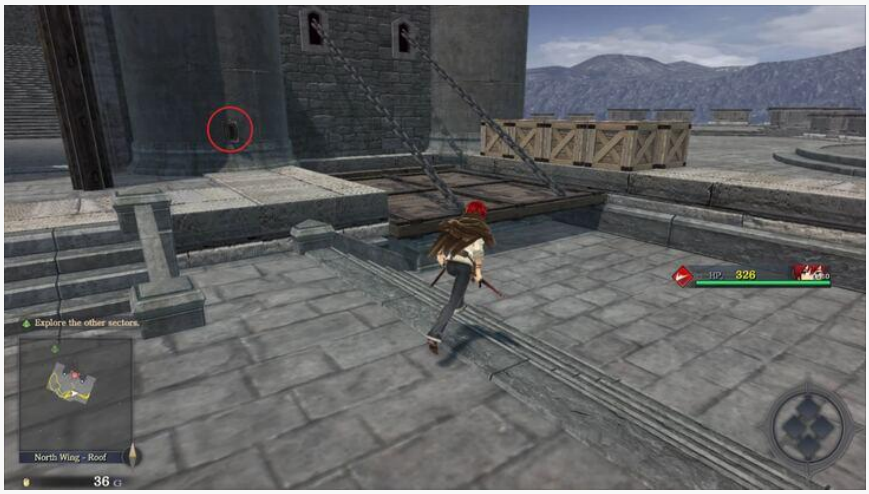
Strap on because this is a lengthy sidequest! The longest one yet. Head to Central District and speak to Maxim, the shady dealer on the southeastern side of the district.

As you talk to him about getting info of the prison's layout and whatnot, he'll charge you 500 Gold for the information. There's one more thing he wants, and that's a flier they're handing out in town. We wants to be up to date. Head south to the Main Gates and speak to **Marie** , the purple short haired gal at the Notice Board. She'll hand over a flier and run away. It seems she didn't want to get caught by the guards.

Return to Maxim now that you have the flier (make sure you have those 500 Gold because they do charge you) and he'll call Arthur, his little owl friend. Watch the scenes that play out within the prison and now we'll be playing... as the other Adol. Yeah, I still don't know what's happening!

Leave the cell and head back down the tower. It'll be the same exact as before. You'll even have your sword already with you. In the area where you trigger the scene before (where the door and closed window are) you can open the window and catch a glimpse of the outside. You can also go inside the room, which is a sort of archive where they keep the lists of names of those imprisoned.

Continue heading down for some scenes to play and when you get to the bottom flip the lever to open the large double doors down the stairs, then go through to be outside. Just how tall is this tower? There's not much we can do out here but as you regain control look immediately to your left and you'll see a lever on the wall. Flip it to raise the wooden floor.



Head downstairs all the way and in the next room check the barrel in the corner to grab **Prison Floor Plan**.

Head north to the now and you'll find a little friend. I was wondering if we were going to meet these little guys in this game! But we are!

His name is Xavier and he'll be accompanying Adol during these events within the prison. With that said, we'll be in another section of the prison. See you there!

Traverse the ruins with Xavier

Xavier will tell you that there might still be some traps active so you'll have to be careful! I'll let you know which and where they are. Also, there are some here but it seems they don't count towards your 100% completion.

With that said head south and in the first room you'll find your very first trap, and it's the fake floor. You can see it immediately in the center of the room.

Be extremely careful because if you fall it's game over and you'll have to start from the beginning. You can even lure the Ratoo here into falling down the hole, which is pretty funny. You can also avoid these Ratoo as they barely give you any EXP/Gold. The path ahead is clear and even the room with the lever is clear. Go ahead and flip it to open up two gates, one on each side. Be careful because there's a trap where the gate was on each side.

On the other side of the gates you'll find a second lever. There IS a trap in front of this one so jump over it and flip it to open up the next gate. Follow the path behind the gate and we'll reach a bridge with a new enemy, **Graem-Gil**. These cyborg-looking enemies have 2 swords instead of arms and can kill you immediately. You cannot damage them at all so stay out of their line of sight at all times. What you want to do is to move behind it and flip the lever so that the pendulum blades start swinging (there's one in front of you and one behind you). Time it so that it hits the enemy off the bridge.

Continue south afterwards and you'll reach a room with 2 bridges, one to your left and one to your right. Our goal here is to raise both of these bridges so that we can lower the central bridge. Start by crossing the bridge on the right, kill the Ratoos here and open up the behind the box for **Raisins x3**.

Jump on top of the central platform and flip the lever to raise the bridge. To return to the previous area you'll need to follow the platform on the northern side to go back east across the pit. Go to the eastern side of the room now, kill some more Ratoos and jump up the broken piece of ground on the northern side to reach the upper area and reach the lever. Flip the lever to raise the one you took to get here and lower the one to the south. We can finally proceed.

Before we proceed however, we can get a . Run to the top platform as if you were going back to the central area and use the raised bridge to cross to the southern side. Do so and you'll find a switch on the floor you can step on. This brings out a platform that helps you cross over the pit (you'll want to be fast!) and get the that has **3000 Gold**.

CHEST HELP: If you know how to get the chest above the central bridge I'd be really happy if you'd let me know. I don't think you can get this at this point but if you can please do let me know down in the comments below!

Head south now down the bridges you just lowered and go down the stairs past them to reach a room with a statue. Head south from it to find a with **White Nut x3** inside. Just be careful because there's a switch on the floor that'll have the statue next to the chest shoot spears out. There's also another one of those Graem-Gil enemies so you'll have to lure it to the traps to have them kill it.

Now go ahead and flip the switch here to open up a gate in the previous room. Head back north and go east this time to find yet another lever you need to flip. Be careful because there's a trap in front of it so approach it from the side and it'll open up the gate that's near the last chest you opened. Return and go through to reach the next area.

Once here head to the room with the and read the books from the bookcases, but you'll want to read the one with the to trigger some scenes and you'll eventually return to your cell and get **Marie's Tabloid**. Afterwards we'll be back with Maxim and get **East Wing Patrol Map**.

Back in the Dandelion (yes, we're not done yet), talk to Parks and start the **Prisoner Rescue Mission**. We'll be back in the prison with Krysha and Credo. Nice. Follow the path as you did before but go all the way to 2F. Go to the southern side to find some wooden planks on the wall next to the stairs that you can run up.

Out here warp up to the top of the western building and go inside the room past the guard to find your target. Watch the scenes and sidequest will finally come to an end. My god this was a long one!

Dandelion - Prison Liberation

- **Quest Start**: Chapter 5
- **Reward**: 5000 Gold

You start this sidequest by talking to Parks in the Dandelion.

Once you do head to Central Square and speak to Maxim once more. Tell him you want more info and want to submit a request. He'll want 1000 Gold and some Dry-aged Meat. Hmm. His prices are going up. If you don't have Dry-aged Meat you can exchange 4 Smoked Meat for 1 Dry-aged Meat with Arche back in the Dandelion. Smoked Meat can be purchased from Silhouette also in the Dandelion.

Once you have the stuff head back to Maxim and let him know you want that info. He'll send his owl Arthur back to the prison where we'll be playing once again as other Adol. As you gain control of Adol open up your map and do you recognize where we are? Yeah, in the very last room of Cloaca Maxima. The door that was previously closed is now open. Head northeast to the next area.

Follow the path and you'll reach a chest you previously opened. Continue following the straightforward path through the sewers and you'll eventually reach a behind a statue that has **Red Cheese**.

Be careful as you go south because there's a switch on the floor on each side of the hall here that opens up the floor, dropping you. Avoid them and cross but then wait. Up ahead where the stairs are you'll find some switches on the floor. Stepping on them will lower the gate on top of the stairs and release a large rock that'll roll down and kill you. What you want to do is jump on the other side of these switches and run over them and run back north and get out of the way of the rock.

Once you do run up the stairs while stepping on the switches to lower the gate and run past it. Up ahead we'll be in a circular area with a spiky pole spinning. Time yourself and run around and go to the southern side to find a lever. Flip it to open up the gate up ahead, then time yourself once again and go north to an area with one of those robot guards (Graem-Gil). Try avoiding it as best you can and head to the northern side to find a with **Raisins x3**. Be careful because there's a hole in the ground in front of it.

Head west now to find another robot that'll chase you around. Here we need to go to the northern and southern rooms to flip some switches. Head north and you'll see the hallway has a couple of vertical spiky poles on either side. Be careful because there's a switch on the ground that, if stepped on, has the wolf face in front shoot arrows. Under it is a that has **2500 Gold**.

Flip the lever and return to the previous area then we need to go south. Here there's no switch on the floor but the face up ahead will shoot a pair of lasers that will most likely kill you (they did 382 dmg.). You'll want to bait them into shooting and then cross this hall that also has spiky poles. Once past them open up the here for **White Nut x3**.

Flip the switch here, then return (still be careful of that damn laser) and go west into the next room. Here you'll see several spiky poles moving around the central area. There's a on the right side but note that there's a laser on the opposite side of the room shooting down. Go right from the entrance and you'll see it right away. Bait the laser and wait for the pole to pass to open up the for **2500 Gold**.

Head to the southern end and if you flip the lever in the center it'll open the gate. Do so and head into another library. The bookshelf in the back has a . Read it and this segment with Adol will come to an end.

We'll be back with the other Adol and the Monstrums on Estatte Road. Head north to the where we find the wagon and some Hieroglyph Knights. Take them out and we'll rescue the man we were looking for, and he's none other than a seneschal of the Hieroglyph Knights, which makes him one of the top guns of the knights. Watch the scenes and he'll eventually join the Monstrums and Dandelion. Nice! This also brings the quest to an end.

Dandelion - All that Glitters

- **Quest Start**: Chapter 5
- **Reward**: Golden Gloves

We are in an abandoned underpass under the Dandelion. How come we never knew this was here? Anyway, we're going to make this fast as there's not really much to get down here.

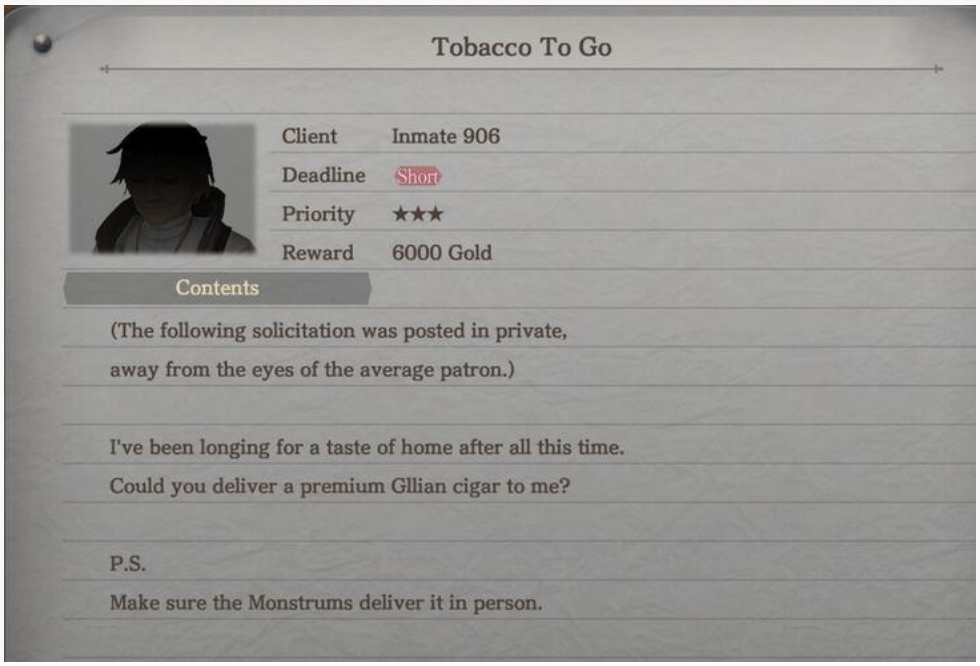
Start by heading north and go east at the fork. It looks like a dead-end but use your Third Eye to find a switch on the right. Press to open up a hidden passage that'll lead you to a lever. Flip it to open the path to the west. Go west all the way to find a at the very end with **Crimson Spar**.

Follow the path north and at the fork go west (you can go east to fill it out, but come back before dropping down the ledge). Press the hidden switch on the wall to open up a path that'll take you to a room with a that has **Life Elixir** inside.

Continue following the path north and you'll soon come to a room with a warp point to the south. This is where the previous path led. Anyway, head north from here to reach your destination where Saradhi is... and MY GOD what a change! It looks like a completely different person!

Anyway, after the scene, you'll have to fight some Dunpede that drop down on you. We haven't seen this enemy in a while. Go ahead and take care of them to have the scenes continue... a lot of scenes. This ends the quest and we'll have Saradhi working with the Monstrums now. Awesome! I always liked her!

Dandelion - Tobacco To Go



- **Quest Start**: Chapter 6
- **Reward**: 6000 Gold

Head to Maxim in Central District (he'll be at his usual spot) and tell him about your request. He'll only charge us 1500 Gold this time, but since we also need a cigar we've got to get that. Head to the Main Square Relief Tile and check out the shop to the south with the . The lady will give it to you for free since it's her last one. Pretty neat!

Return to Maxim and pay him out. He'll bring his owl Arthur and send him away. We'll be back as playing with other Adol, and we'll even have Xavier helping us out. We are at the edge of a cliff. Don't worry, you can jump down to the ledge below and you'll find the entrance to a cave, go inside.

We'll be in another place with tons of traps. Head south and we'll be in a 4-way fork. Go west first and you'll find a over here with **6000 Gold**.

As soon as you pick it up some small enemies will drop down on you, and a Graem-Gil as well. You'll need to lure it into stepping on the 4 traps in the corners to have it get killed by all the arrows. Once you manage to kill it the gate will open. Head back and go east this time. Flip the lever and another Graem-Gil will come in running. Ignore it and leave the room, heading south afterwards.

We are in a room with tons of metal bars blocking paths. There's a lever on both sides that you need to flip to open up the path to the next area and there's also a in the lower right cubicle that has **Red Cheese** inside and another in the upper left cubicle with **Raisins x3** inside.

In this area there are also some spikes in the ground that go up and down every second or so. Once you've grabbed the chests head south down the stairs to the next section of this area. We are in another passage with those swinging pendulums, but this time there's also spikes coming out. You'll have to time yourself to jump over them and avoid the pendulum as well. Keep an eye on the markings on the ground to see where the pendulums are hitting.

Past the pendulums we'll be in another 4-way fork. Go south first but don't go down the middle because the lion face up ahead will shoot fiery arrows at you. On the other side of it there's a staircase that takes you up to a lever. There's also a Graem-Gil here so be careful. Flip the lever and instead of dropping down and going north again, jump up any of the paths to the left and right and go through the bent iron bars up here. Follow the path up here to the that has **2000 Gold** inside.

Drop down on the other side of the bridge you just lowered, go up the staircase and check your right as you go up to find a switch on the ground. Step on it and you'll see a little part of the wall comes out in front of you. Use this to cross, ignore this second switch on the ground and continue going east until you find some more bent iron bars. Before you go through them go past them to find a behind the crate with **White Nut x3**.

Go through the bars now and in the room ahead you'll see the thing spinning in the middle with all the spiky poles going around. Time your jump, drop down and go north to the lever. This will open up the gate so you can continue. Return, step on the switch so you can lower the spikes and head west to the next area.

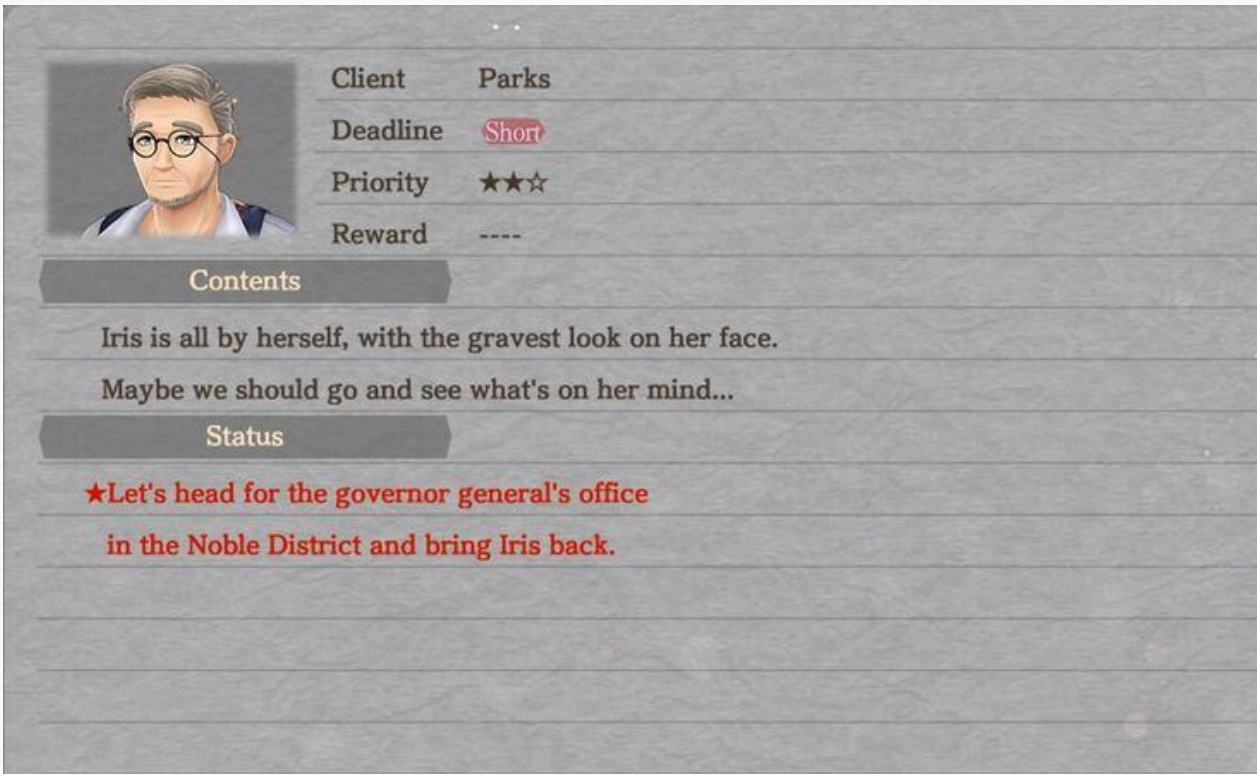
There's nothing in the room ahead so head north. Be careful in the hallway because there are spikes coming from both sides. You're safe in the middle but be careful of the switch on the ground. Touch it and arrows will come flying your way. Once past them go east to another room with several iron bars. Be careful of the switch on the ground right as you come down as it opens up a hole at the bottom of the staircase. There are also tons of Graem-Gil that are inactive. Flipping the level will open up the path but will also wake them up.

You're going to want to avoid them as best you can and run up the staircase and step on teh switch to have them fall in the hole as they is happening you can continue going north where a awaits you with **2000 Gold** inside.

Now head north to reach the outside, which is a familiar place.

Once the scenes are over we'll be back as Adol and the gang. Jump up the ledges on your left and at the top run up the wall where the wooden planks are and we'll reach the top. The door up ahead is locked but if you go back a bit and check the corner with the you'll be able to find a key. Head inside to trigger several scenes. The quest will come to an end and we'll have **Margot** as an ally to the Monstrums.

Dandelion - Isis of the Storm



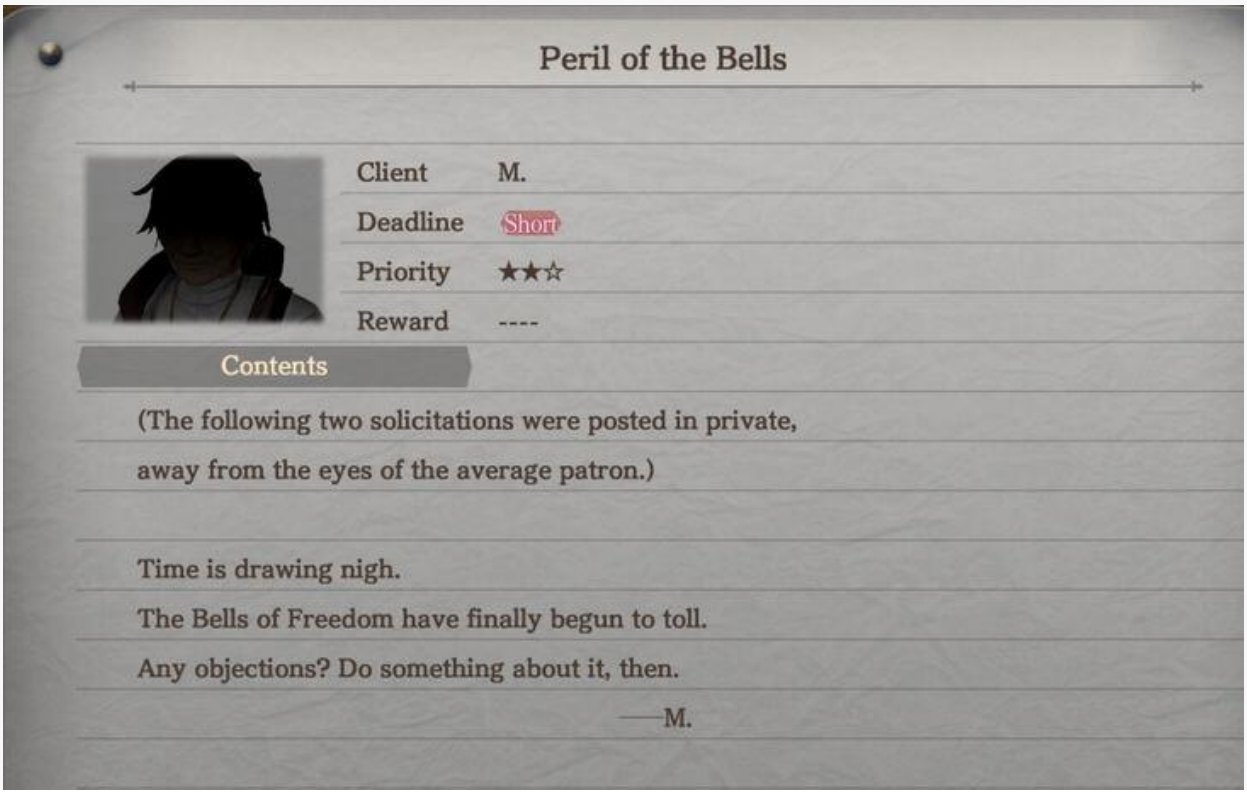
- **Quest Start**: Chapter 7
- **Reward**: Empusa's Gloves

For this sidequest head to the large mansion north of the central fountain in the Noble District and a little scene will play. It seems Iris is actually set on killing the poor man and is even resorting to arson. This is not good.

Once you regain control head up to the roof of the mansion and you'll see that right in front of the chest we previously got is a trapdoor that'll take you inside. Use it to go inside.

Watch all the scenes in here (these are great) and we'll even get to know who Iris really is. This also brings the quest to an end and gives you a journal update for Iris.

Dandelion - Peril of the Bells



- **Quest Start**: Chapter 8
- **Reward**: Full Potion

To start this sidequest talk to Dogi in the basement of the Dandelion and you'll get a little scene. During the scene you'll get the locations that you need to visit at the start of this sidequest. Go ahead and visit these 3, talking to the people that are where the is:

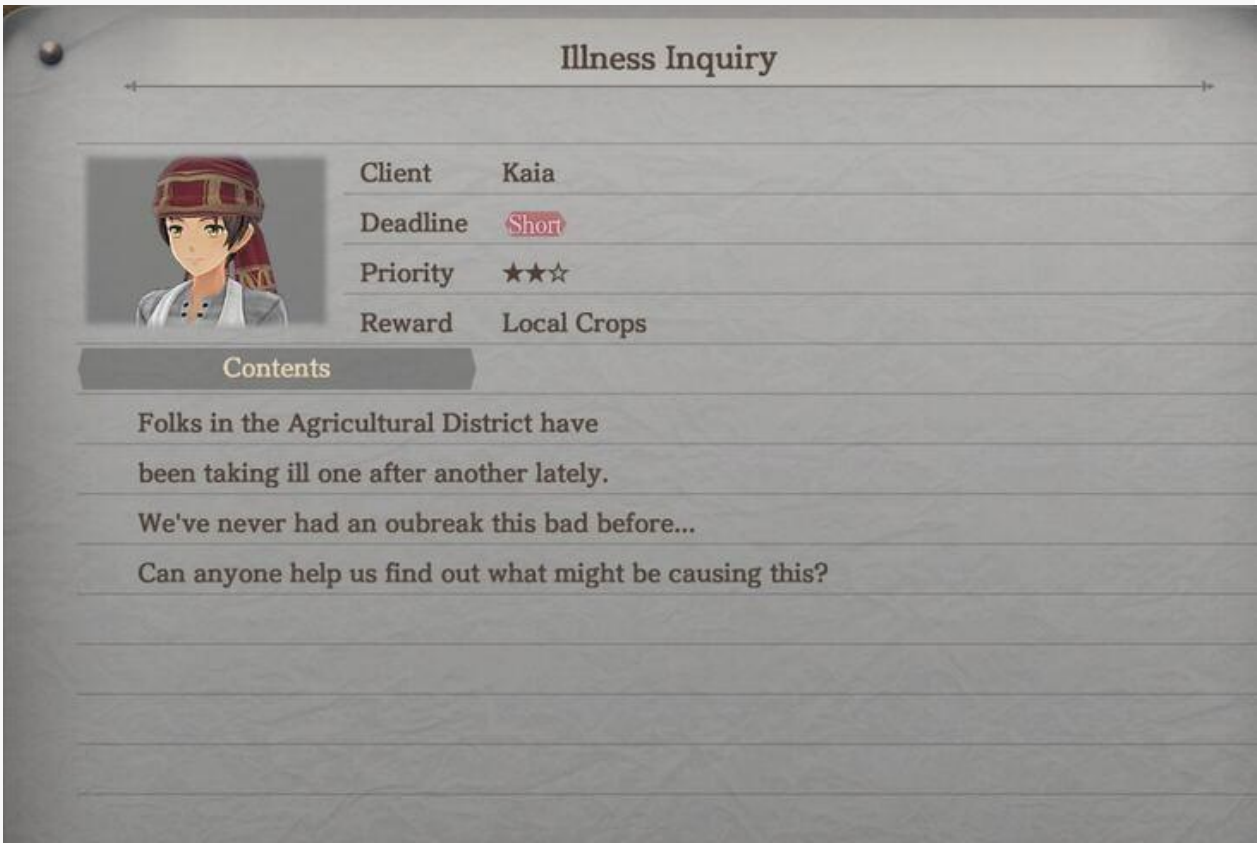
- Visitor's Kiosk at the Main Gates (where you turn in the landmarks)
- Perry's Pub (north of Maxim) in the Central Square
- Old man outside the bathhouse in Main Square

After you go to all 3 of these locations you'll be taken back to the Dandelion. Watch the scenes that play here and we're off to find those guys. They are actually located in Cloaca Maxima. Head to Shantytown and head on over there. Once in here you'll need to go to the area where the first boss was. You cannot fast travel there so you'll have to run.

Once you get here a scene will play out where we finally catch up to these guys. When we're about to fight them we'll be attacked by Lemures, a lot of them. They are still quite easy honestly, especially if you use wide range skills.

After the fight even more scenes will play out where Margot will make an appearance and tell these guys to chill out. This will bring the sidequest to an end. You will also get an entry for Margot's part in the journal.

Bulletin Board - Illness Inquiry



- **Quest Start**: Chapter 3
- **Reward**: Flour x10, Tomato x10

Head to the Agricultural District and you'll find a couple in the middle of the field. It seems something Jake ate is really screwing him over. I know the feeling man! Let's help him out.

Start by checking the well that's directly in front of you. Examine the well and go down into it.

Once down here open up your map and you'll see a to the north and several white dots. Be careful because each of these are enemies. Yes, as you approach you'll see we have to fight 29-30 of these Anxigas.

Don't do what I did and run in blindly, or start attacking blindly either. Although they don't do that much damage, having 30 shoot at you at the same time can really get you killed in a matter of seconds. Try to go around the room killing them and retreating/healing if you need to. On the other hand, if you want to be bashful run in and start killing them, making good use of your skills to really kill several of them at the same time.

Boosting and using your EXTRA Skill also helps out a lot so I recommend you do that!

Once you're done with the enemies head back outside (run up the wall) and let the couple know what you did. It seems there's a doctor already here treating Jake, which is really nice.

The doctor introduces herself as **Saradhi**. She kinda cute!

This will bring the quest to an end and we'll have the Saradhi character entry in our Journal.

Bulletin Board - Missing Family Report

- **Quest Start**: Chapter 3
- **Reward**: 1000 Gold

You can find Geoffrey right next to the Fountain Plaza in Central District. It seems his tenants have disappeared, which is weird according to him because they would never do so.

When we regain control we'll need to run around the area and talk to people, asking about them. These NPCs are marked with a on your map and their locations are below.

Once you've talked to all 3 NPCs Krysha and Adol will talk about it and decide to go to the house itself. This one can be located with a behind the cathedral. Going over there you'll see there's a Miasma Vortex. This cannot be good.

Approach it and enter when you're ready. There are several enemies in there so make sure you've upgraded your weapons/armor.

Inside you'll have a dozen enemies ready to attack you. Most of these enemies are **Kosmarion**, these little jerks that love to spin around, hitting you several times in a row. I hate them so much. They are weak to so have Krysha take care of them. You'll also have some Odh enemies that spit on you and can Curse you, which lowers the amount of attacks/skills you can perform so be careful.

There are no treasures to collect here so once you're done with the enemies head north to the where you'll find your missing tenants, **Tito**, **Arche**, and their father. We'll be blocked in here and will have to fight several waves of enemies, starting with a couple of Kosmarion. Again, use Krysha to take care of them.

The next wave consists of several Odh and a Logier. I highly recommend you take out the Odh first because their spit attack can be quite annoying and can do tons of damage. They are also the weaker enemies so it's better to thin out their numbers. The next wave, some Kosmarion and Odh at the same time. I went for the Odh first and then switched to Krysha and took out the Kosmarion to start the last wave where you'll have a couple of Odh and Kosmarion, but 4 Logier too. This is a hard one. Use your Boost and EXTRA Skill here to have a much easier time.

Watch the scenes after this last wave (I'm gonna say, I was not expecting what happened), wipe them tears because the quest will come to an end and we'll have Tito and Arche join the gang. Nice!

Bulletin Board - Bathhouse Debauchery

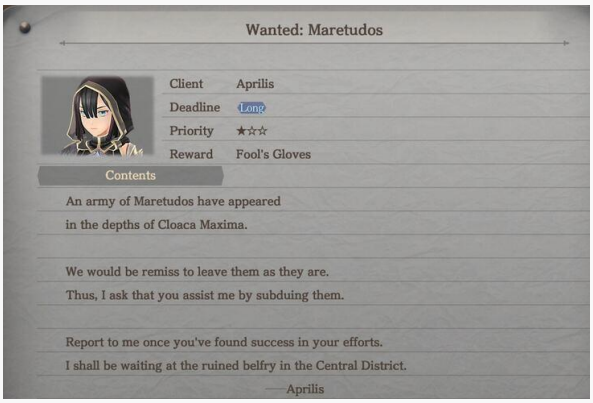
- **Quest Start**: Chapter 4
- **Reward**: Blinding Bangle

Head to the Main Square district and you can find the quest giver in the corner in front of the bathhouse in front of the Notice Board.

Watch the scene and it seems we need to check out the windows and chimneys of the bathout for this peeping tom. When you regain control you'll see there's 13 . You need to check all of the marked windows and the top of the chimneys on the back, but the one window where something will actually happen is the one with the that's by itself.

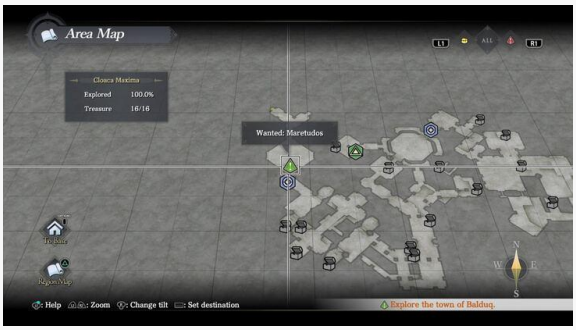
Head back to the old man and let him know you've done the job. A little kid comes and tells you that this old man is the actual peeping tom. Whoops! Watch the scenes that play and the quest will come to an end.

Bulletin Board - Wanted: Maretudos



- **Quest Start**: Chapter 4
- **Reward**: Fool's Gloves

I was surprised we got a request from Aprilis herself. The request needs us to kill some Maretudos. You can find these guys at the very end of Cloaca Maxima (dungeon), at the boss's room.



These are the same Maretudos you've been fighting throughout the game. Only that these are Lv.27, which are stronger than the ones you've fought by the time you get this quest. You can always wait a little bit until you're stronger and come back since this is has a LONG deadline. You need to kill 4 of them so focus one them one at a time. They don't really have any weaknesses so just any character you want.

After killing them fast travel back to Central District and talk to Aprilis, who's on top of the northwestern tower overlooking the canal.

And that's pretty much it.

Bulletin Board - Hazardous Harvest

- **Quest Start**: Chapter 5
- **Reward**: 3500 Gold

Ok, this sidequest is incredibly long. Well, the sidequest itself is not long in and of itself, but we'll be visiting a new area and since it's completely optional (at least at the moment of us taking this sidequest) we might as well explore the entirety of the area, right?

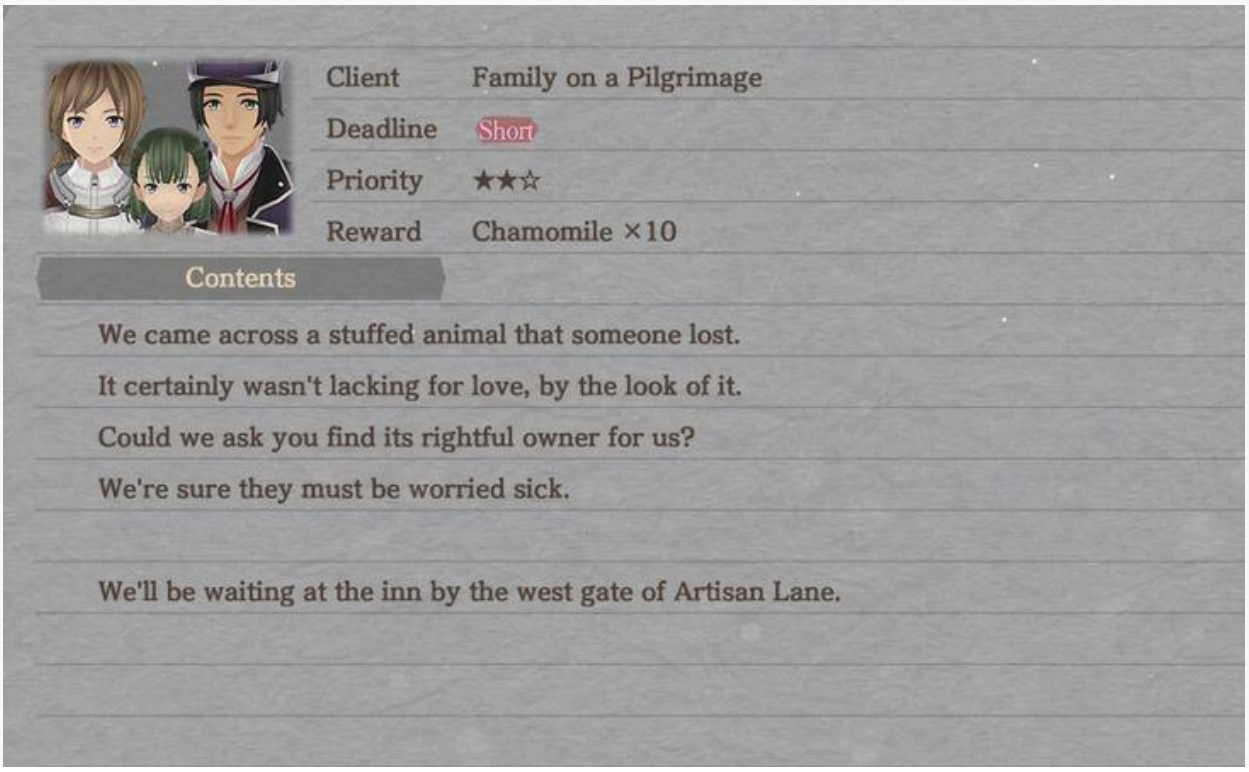
Start by heading to the Trading Bureau's second floor and speak with the man named Baldwin. He'll tell us about some merchants that left to harvest some herbs and haven't come back. You know this always spells disaster. We're going to **Mount El Dore**. This place is the cave we saw on the western side of Estatte Road where the 3 guys from before were. Do you remember them? Fast travel to the Relief Tile and make your way back to the bridge to trigger a little scene.

Once we're ready, head inside the new area and a scene with 2 of the people we're here to rescue will play. One of them is missing. Great. You'll have some mushroom enemies in the open area where you regain control. Make your way up the platforms and follow the cave south to reach a fork. Go west first to find yourself at a dead end with a in the center that has **1200 Gold** inside.

Return to the fork and go east this time, killing some more enemies and exiting the cave. Once out here head to the to find the last merchant. Some enemies will attack but nothing serious. Kill them and the quest will end.

If you want to explore the entirety of Mount El Dore, click HERE where I go in-depth to locate every treasure.

Bulletin Board - Owner, Where Art Thou?



- **Quest Start**: Chapter 5
- **Reward**: Chamomile x10

Head to the West Gate in Artisan Lane and in the frontyard next to the Relief Tile you'll find a family. The little girl is holding a teddy bear and the parents will ask us to find the owner. I really wish all parents were like this, don't you think? Anyway, we need to find the owner of the teddy bear and how're we going to do that?

We're to use Anemona's Third Eye to find clues. Is it just me or does Anemona look amazing with her eyes open?

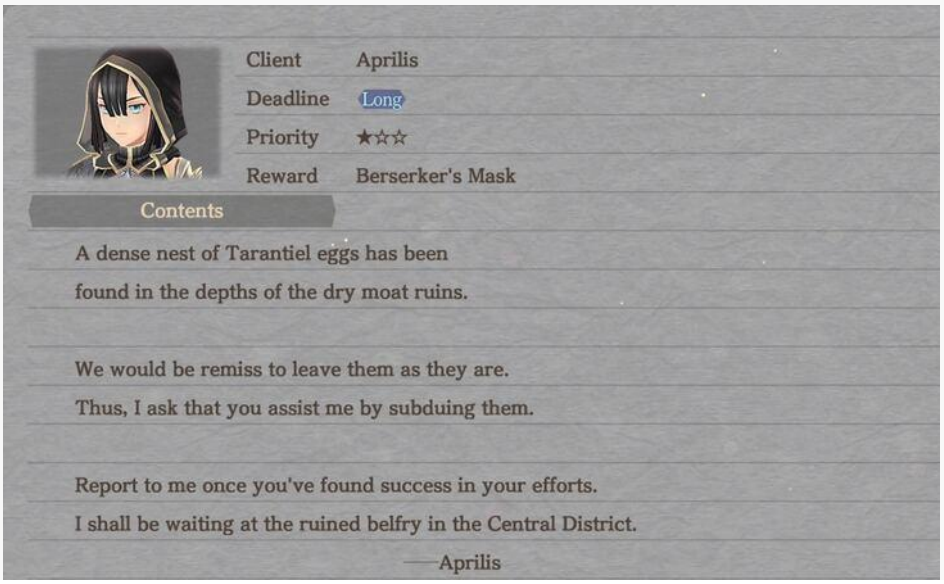
We'll need to follow the footprints. Follow these as they walk down the street all the way to the bottom. Examine them right outside the antique shop. Head inside and speak to Roderio in the back. He'll give you some info on where we could find them. Since you're here, make sure to purchase the Razor-Sharp Knife and give it to Tito to raise affinity.

Head on over to the amphitheater in Main Square and speak to the lade in the ticket booth.

After the little chat go to the fountain plaza and go east from there to find an old man with a little girl. Talk to them and give them the teddy bear. We finally found them.

This will end the quest.

Bulletin Board - Wanted: Tarantiels



- **Quest Start**: Chapter 5
- **Reward**: Berserker's Mask

This is a very simple sidequest. Just like the previous sidequest given to use by Aprilis, we need to exterminate a certain amount of monsters.

For these you'll want to head to the boss room at the end of **Dry Moat Ruins** where you'll find the large Tarantiel spiders.

There are no spiders here. Instead it'll be full of eggs. There's a total of 20 of them so start killing. Note that they'll most likely pop out of the eggs (some of them at least) so be careful about them. The Tarantiels are lv.36 so they're quite a bit strong, but they don't really have any strong or annoying attacks so you should do fine. Use Anemona or Adol here to have an easier time thanks to their wide attacks.

Once you're done head back to Aprilis and let her know you're done to mark the sidequest as complete and get your reward.

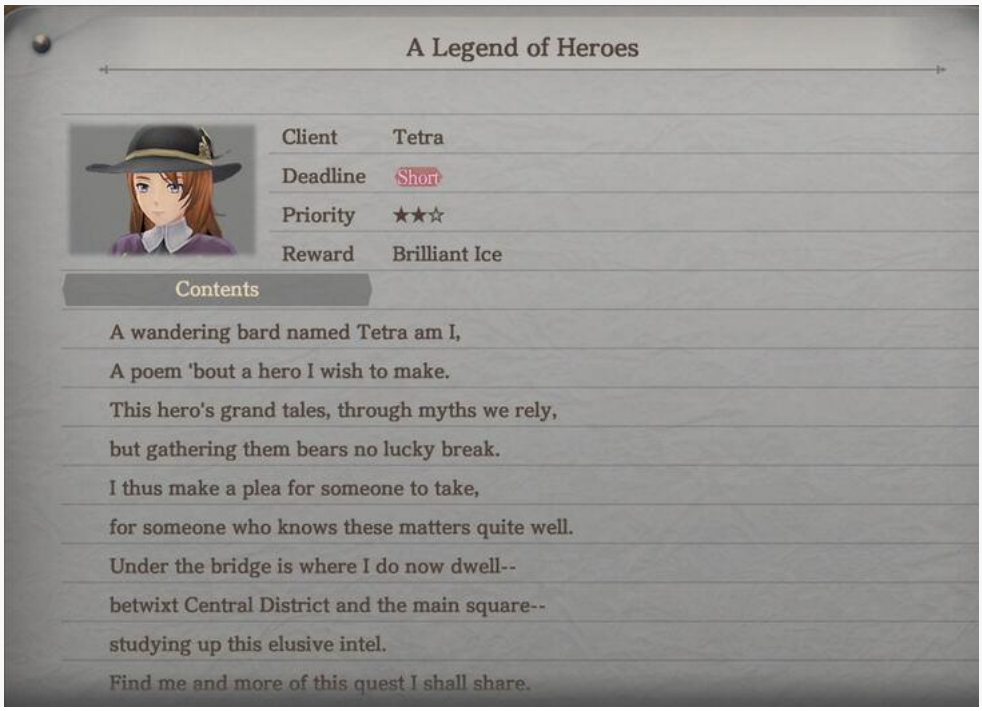
Bulletin Board - Calling all Strongmen!

- **Quest Start**: Chapter 6
- **Reward**: 3500 Gold

For this one you'll want to head to the Entertainment District and speak to the man talking to Felix inside the coliseum.

It seems they needed someone for the event they're having, and who better than Dogi. During the event several monsters escape from their cages. No worries because the Monstrums appear to save the day. You'll be fighting several enemies here so take care of them and continue watching the scenes. The quest will come to an end after the scenes.

Bulletin Board - A Legend of Heroes



- **Quest Start**: Chapter 6
- **Reward**: Brilliant Ice (Anemona costume)

We need to go find Tetra. Tetra is a wandering bard and she's located in the underpass section of Main Square (go north and down the stairs from the Relief Tile). You can find her down here examining the Graffiti.

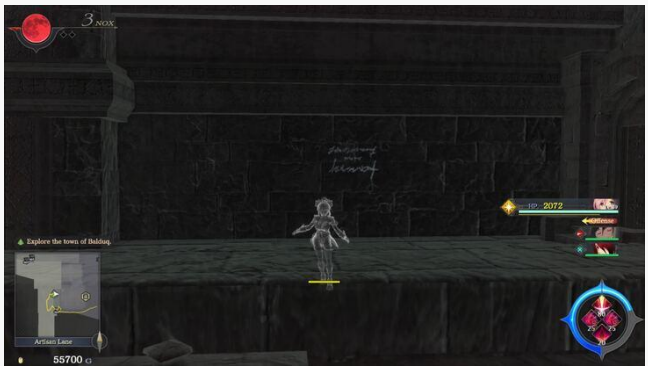
After the little chat we'll be helping her out. It seems Anemona can decypher right away what the Graffiti says so that'll be extremely helpful. There are 3 that we need to find.

- Agricultural District

This one you can find behind the houses on the southern side of the district. Use your Third Eye to read it.

- Artisan Lane

Run up the wall behind the Rijndael Antique Shop and you'll find the Graffiti on the wall. Use your Third Eye to read it.



- Hieroglyph Commandery

Head to the southern side where you couldn't get the before (and we still can't) and you can find the Graffiti on the wall behind it. Use your Third Eye to read it.

Once you've read all 3 head back to Tetra and let her know your findings. This will complete the sidequest.

Bulletin Board - Wanted: Dragia Haman

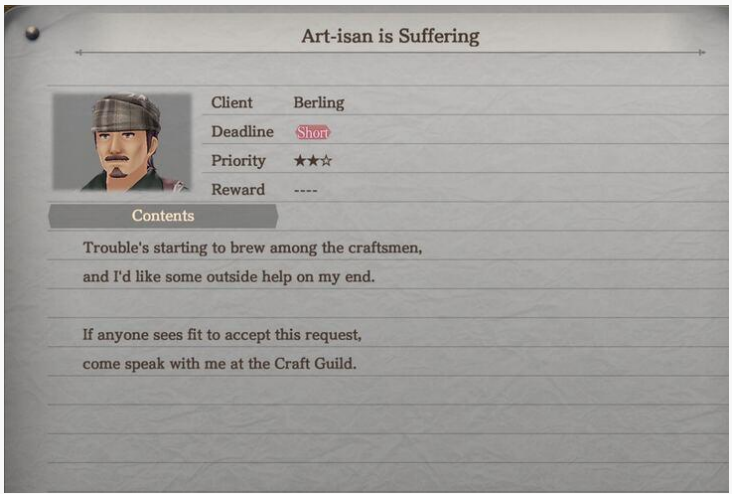
- **Quest Start**: Chapter 6
- **Reward**: Asura Cloak

Another request from beautiful Aprilis. We need to fight a Dragia Haman and if you remember correctly, this was one of the early bosses. Or course he's much more powerful this time around. You can find this one in Estatte Road. Follow the main road and you'll eventually see him on your left. It's the big blue dragon/dinosaur.

This guy is exactly the same as he once was. If you need/want help with him you can read his full strat HERE. I don't really think you need it at all, considering the bosses you've been fighting lately.

Once you've taken care of it head back to the city and speak to Aprilis, who's at her same location. Her reward increases your STR and lowers your DEF every time you use a Gift. This can be really good and really bad! Use it wisely.

Bulletin Board - Art-isan is Suffering



- **Quest Start**: Chapter 7
- **Reward**:

Head to the northeastern side of Artisan Lane and you'll find a pair of blacksmiths, Berling and Marcel (the one who makes armor). Watch the scene and agree to help him out to start the sidequest proper.

We need to go look for Marcel's apprentice. It seems that he created something good and he feels like he can take over the world. Ok, let's go look for him. He's located on the southwestern side of Milianne Plains. Fast travel to the southwestern Relief Tile and head north-northwest to find him near the Gublins and behind a tree.

As you talk to him he'll ask you to test out his "masterpiece", a shield. This is an accessory so equip it with whichever character you want and you'll now need to kill 15 **mushroom monsters**. These are the red little spore-looking enemies you find here in the Milianne Plains that explore upon contact or upon defeat. They are located all throughout the plains, but I found most of them on the western/southwester side of the area. You only need to kill them. There's no need to take damage despite this being a shield.

Once you've killed 15 of these guys return to Potts and you'll return to the city automatically. Watch the scene that plays out and you'll receive a **Feather Shield** as the quest comes to an end.

Bulletin Board - Warehouse Stakeout

- **Quest Start**: Chapter 7
- **Reward**: 8000 Gold

For this one head to the southeastern side of the Noble District where you'll find 2 men talking to each other. Approach them and you'll talk about the request. It seems someone's been stealing from their warehouse. Once the scenes are over, we need to go check out 3 spots. These spots have a on them:

- On top of the ruins directly to your left as you regain control.
- In the ruins on the southern side next to the tower.
- On top of the gate to the north.

Once you check all 3 spots the team will divide and keep an eye out on the warehouse just to find the culprits appear. One of them, Gaston, will make a run for it. Time to chase him! This is exactly like the previous times you've chased people (I really recommend you jump off and glide towards the entrance to the Cultural Heritage Site for a little advantage). This time Gaston will be much faster than anyone else before so you'll have to stay real close to him. You'll eventually catch up to him but you'll have to make sure you don't bump into any people along the way. There's even a cat that walks towards you so be careful.

The chase will eventually lead to the rooftops of the Central District. As soon as this happens the chase will be almost over but Gaston will slow down considerably. This is the perfect opportunity to catch him if you haven't already. Watch all the scenes that play out and the quest will come to an end.

Bulletin Board - Aprilis's Trial

- **Quest Start**: Chapter 7
- **Reward**: Fenrir Claw

This is a really short and simple quest. Head to Aprilis' normal location (northern side of the Central District) and talk to her to start the sidequest. It seems she has a trial for us this time and not an extermination request. Despite that, it's basically going to be the same.

Let her know once you're ready and you'll be taken to the Grimwald Nox. This is something like a siege fight, but without the crystal and only the party. You'll start fighting several crab enemies, as well as those large birds. Switch between and to take them out and use skills with wide range to take them out faster.

After them we'll have to fight 3 of the same new enemy, the **Enamudien**. These guys walk on their 4 legs and can shoot missiles at you from the top, as well as release elecricity sparks just like the centipede boss did earlier. They are not hard though, despite them being lv.54. They have a ton of DEF so try focusing on one at a time. You'll be fighting them in the next dungeon as a regular enemy so it's no big deal.

After the fight you'll have a scene with Aprilis where she looks super chill and even give you all tips on your combat, to everyone except Adol just cus he's awesome (doesn't Aprilis look so much better when she's smiling?). Anyway, this is the end of the sidequest.

Bulletin Board - A Fool and Her Treasure...

- **Quest Start**: Chapter 8
- **Reward**: Gorgon Gloves, Genius Green

For this one head to the area behind the broken towers south of the prison's entrance in Prison Outskirts and you'll find the beautiful Saradhi here waiting for you.

Talk to her and you'll actually give her the formulas we've gotten during this chapter which is pretty nice. Anyway, she'll tell you that she finally found her treasure, and it's behind the broken wall here. I KNEW there was going to be something here when we were exploring before. Yufa will break open the entryway and we'll head inside. It's one of those mini dungeons so let's get started.

Move forward and at the first fork head east to find a trap room. You can easily double jump and glide across this room to find a lever. Flip it to open up the gate from the previous path. Return across the trap room and head north now. Follow this path and you'll reach another fork. Go east first again to find a with **Light Shell x2**.

Return and go north now until you reach a larger room. Follow the lower left path first and flip the lever behind the pillar. Go north from here to find a with **Armored Shell x2**.

Return and follow the lower right path now to find another trap room. Past it is another , this one with **Sturdy Shell x2**.

Return and go north now (be careful of the laser statue in the pillar up ahead) and when you reach the room with the a scene will play. We find a Miasma Vortex here that takes us to the actual treasure. Be careful because we'll be attacked by several Lemures. Take care of them and the scenes will continue. You'll end up fleeing the area and the vortex will close, ending the quest.

Bulletin Board - Prison Infiltration

- **Quest Start**: Chapter 8
- **Reward**: 10000 Gold

The requester is none other than Maxim. We've been seeking his help throughout the entire game, and now he's finally come to us. Go talk to him at his usual spot and we'll need to go into the prison. Yes, we're going back in, but this time is to help him. Is he going to get someone out?

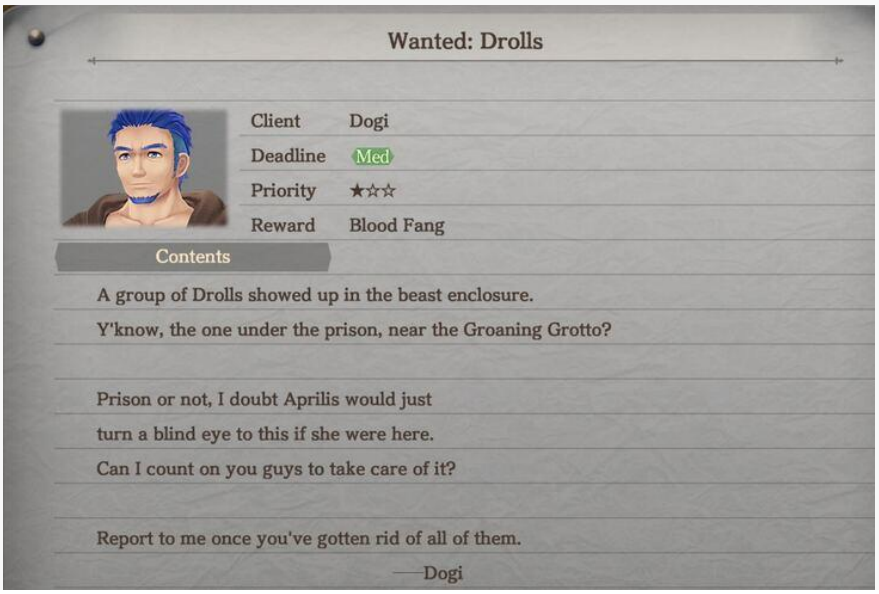
Once you're ready (make sure to purchase that Mushroom Recipe from him if you forgot it in Chapter 7) let him know and you'll be in the prison. Watch the scene and that man that has been helping other Adol will also be here and ready to help us, alongside the owl Arthur. Pretty neat.

Follow the path once you reagain control, go up the ladder and leave the room on top. You'll have to go south outside while fighting Hieroglyph Knights. Enjoy beating them up. You're outside on the courtyard. Head up the stairs and go inside then warp to the rafter above you and head northwest to the next wing. Maxim will tell you to drop the chandelier so warp to it (the one in the center) and you'll drop it.

Once down here you'll see those thieves from before, the ones that look exactly like us haha. Maxim will set them free so they can act as a diversion. Once you regain control go northeast, go up the stairs back to the second floor and go up the ladder right as you come up here. Out here you'll need to go to the southwestern corner and warp across to the other wing. Knock out the Hieroglyph Knights and warp up the top center of the middle building.

After the fight and scene, head downstairs until you reach the third floor. A scene will play as you get here. Head to the eastern room afterwards to find Maxim. Follow him and watch scenes as you go. We finally get to know who Maxim is, which is awesome. I always kinda liked him haha. He'll also join us at the Dandelion as another one of the homies. Awesome! We no longer need to go to the Central District to get items from him!

Bulletin Board - Wanted: Drolls



- **Quest Start**: Chapter 8
- **Reward**: Blood Fang

Remember those missions Aprilis would give us to exterminate monsters? Well, it seems Dogi will continue that now that Aprilis is no longer with us.

Anyway, these guys are the same enemy that we met while playing with other Adol. To locate them select the Groaning Grotto dungeon and fast travel to the Relief Tile at the very end of the dungeon, **Beast Enclosure**.

Down here you'll find them all where we fought Avalodragil. There's a total of 7 of them and the like to charge at you and gang on to you. Keep a safe distance and try to separate them as much as you can to have an easier time. They're still not that hard. Once you've defeated them head back to the Dandelion and let Dogi know what's up. You'll get your reward and the quest will come to an end.

Bulletin Board - His Father's Son

- **Quest Start**: Final Chapter
- **Reward**: Defense Elixir

For this sidequest head to Jules' house in the Noble District. Head on over here and you'll trigger a little scene with Pamella, Jules' mom. It seems she spotted a man that looks like Dr. Smirnov. Let's go investigate because the Dr. must be out of the prison now after the events from the last chapter.

Head to the cathedral in the Central District and a scene will play as you enter. Father Ralph will greet us and tells us a little something about a bizarre man that came looking for medical records. It seems he went to the Nors Shrine. Remember this place?

Fast travel to the entrance to the dungeon in Milianne Plains and you'll find Dr. Smirnov looking at a tombstone here.

Watch the long scene here as both father and son have a really nice heartfelt conversation. During the scene we'll be back home with Pamella and tell her that she was mistaken and it wasn't him. And that's it for the quest.

Bulletin Board - Wreath Restoration

- **Quest Start**: Final Chapter
- **Reward**: Pierce Crown

For this one you need to head to Rijndael Antiques in the Artisan Lane and speak to Dale and Melissa in here. There will be a scene in here where they talk about wreaths and how they need to get some materials to make them. There are 2 of them:

- **White Ribbons**: you can get these by talking to Giselle at the marketplace in Main Square.
- **Memorial Flowers**: these are located in Ciel Canyon Trail. Fast travel to the landmark we previously discovered and make your way to the open area before the dungeon and you'll be able to find several sparkles on the northern side. Examine one of them.

Once you examine them head back to the Antique shop and watch the scenes to have the quest end. Make sure to head back inside the antique shop for another scene with them and a little backstory about Anemona and Aprilis. Anemona is finally smiling! You love to see it!

Bulletin Board - Final Dispossession

- **Quest Start**: Final Chapter
- **Reward**: Warlord Elixir

Talk to Chante here in the Dandelion and he'll tell you we got an anonymous letter that tell us to dispose of the remaining homunculi. Just who sent this and how do they know this?

Head to the Alchemy Wing - Depth and move east to the room where Adol and Crimson King were merged into one. Head south into the room with the ! to trigger a lengthy scene. We'll find Marius here and we'll even get to know who him and Parks really area. Wow, I didn't see this coming! I kind of knew about Marius (that's the vibe I got from him anyway).

Anyway, the quest will come to an end after the scenes. Make sure to use that Warlord Elixir to get the full SP gauge.

Bulletin Board - The Errant Knights

- **Quest Start**: Final Chapter
- **Reward**: Slash Crown

For this sidequest head to the entrance to the Groaning Grotto dungeon (northeast of the coliseum) and a scene with Lucien will play. It seems he's found out the remaining knights loyal to Chatelard, and we're going to hunt them down.

We'll regain control inside the dungeon. Since we've already been here I won't go through it, but as you move forward towards the first you'll trigger a fight against four Hieroglyph Knights. These guys are so weak you'll probably knock them out in 3 or 4 hits.

Continue deeper into the dungeon and once you return to the main road another fight will start when you approach the . Four more weak Hieroglyph Knights. They are the same as before to take them out and now proceed to the boss room. You'll find Gilbert in here with some other Knights. Can you guess what's going to happen now? Yep, time for some fun.

Sadly the Knights are the same as before and Gilbert probably takes another hit or two. Take care of them and watch the scenes to end the quest. Lucien's journal entry will be updated afterwards.

Bulletin Board - Life by the Sword

- **Quest Start**: Final Chapter
- **Reward**: Holy Sword's Hilt

For this request head to the entrance to the Ancient Battlefield (southern side of Keening Highlands) and you'll find Xavier near the Relief Tile.

Talk to him and watch the scene. It seems he's looking for something here, the Holy Sword. Well, let's see if we can find it. We've already been here in this area so I'm not going to go through it. You'll firstly want to move forward towards the marsh to trigger a little scene with him.

Once the scenes are done we need to head to the top of the area, to the landmark. Sadly we cannot fast travel up there so you'll have to go back up there the old way. Good thing we revealed all those warp points before, huh? That'll make it much easier!

Once you reach the top watch the scene and kill the Lemures that appear. Once you kill them we'll still be in this black and white setting that we're normally in when fighting Lemures. This is kinda weird.

You'll now want to go to the back of the watchtower. Once back here, approach the ledge and look down into the water. You'll be able to see something blue in the water.

Drop down to it to trigger a scene. We get to know who Xavier really is (I didn't really see this one coming to be honest). After the scenes are over Xavier's entry in the journal will be updated, which is nice!

Bulletin Board - Wanted: Bualadh-Orgh

- **Quest Start**: Final Chapter
- **Reward**: Crystal Shield

This is an odd one. Remember that large enemy in the Emain Macha dungeon? The lv.80 guy? Yeah, we have to kill one of them for the quest. You can find him on the northeastern part of Keening Highlands, near where the ponds are.

This guy is the same exact as before, same attacks and everything. I managed to kill this guy 40 levels ago so right now he's a real pushover now that I'm lv.72. Seriously you won't have any issues with him.

After you kill him fast travel back to the Dandelion and talk to Aprilis. Let her know you're done and the sidequest will end.

Central District - One in a Bouillon

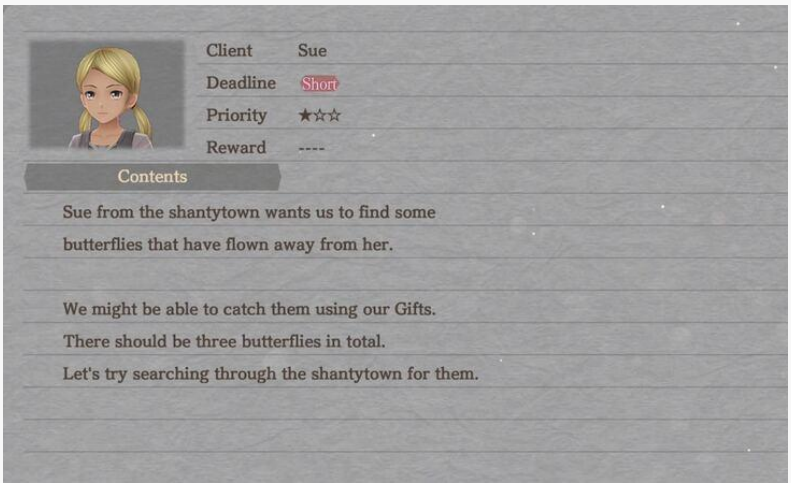
- **Quest Start**: Chapter 4
- **Reward**: Bouillabaisse Recipe

For this sidequest we need to look for a recipe and see if we can get any info on how to recreate it. There are 3 people we need to go talk to.

1. Go inside the Pendleton Company Building and talk to Carla . Ask her about the recipe and you'll get the **specialty broth recipe**.
2. Head to the market in the Main Square district and speak to Philippe who's located on one of the piers. You'll get the **specialty seafood info**.
3. Go to the Agricultural District and speak to Susie on the northeastern side. She'll get you the **specialty vegetable info**.

With all 3 of these taken care of head back to Chante and Roscoff and give them the info they needed. They'll end up recreating the recipe and share it with you.

Shantytown - Little Girl's Plea



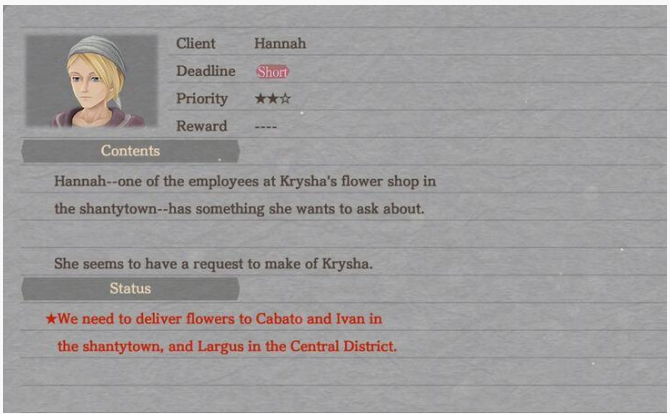
- **Quest Start**: Chapter 2, before entering Cloaca Maxima.
- **Reward**: Empty Bottle

Talking to little girl Sue will start this sidequest. Krysha wants to help her catch the butterflies she told you about. We'll need to use our Gifts to reach them because they're quite high. Open up your map and you can see all 3 butterflies.

Climb to the upper area of Shantytown where the wooden platforms are and you can easily find them. The western-most one is on top of a roof up here, the middle one is right in the open, and the eastern butterfly is on a balcony near the Nirvana shop.

Once you've picked all 3 up head back to Sue and give them to her. She'll be really happy and thankful and will give us an **Empty Bottle** as our reward! Really nice!

Shantytown - Sowing Seeds of Joy



- **Quest Start**: Chapter 3
- **Reward**: Marl Flower x10

For this quest we need to talk to 3 people and give them a flower in hopes they come around and accept Krysha's shop.

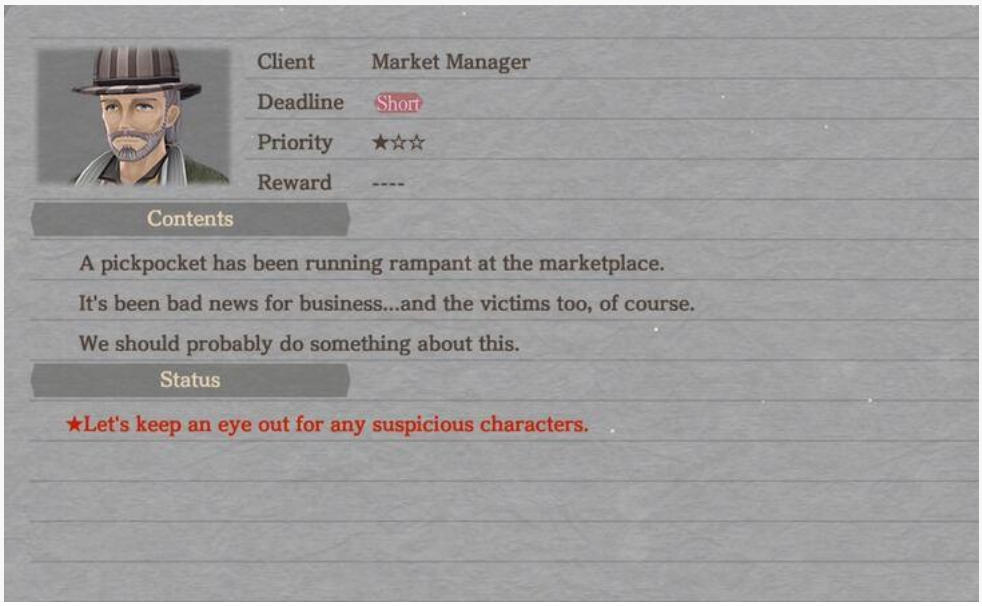
For the first two people, they are both here in Shantytown.

Approach both of them (which have the) Cobato and Ivan. Krysha will give them both a flower and talk with them about their issues for a bit. AFter the talk we need to talk to the next person, Largus.

This person is not here in Shantytown but in Central District. For this one head west of the Fountain Plaza, down the stairs between the 2 shops and go north to find the staircase that leads you to the lower floor where the river is.

Down here you can find your last person, Largus. After the talk return to Krysha's stop and watch the scene. Some of the people you talked to came back. This will bring the quest to an end.

Main Square - Pickpocket Pursuit



- **Quest Start**: Chapter 3
- **Reward**: 2000 Gold

It seems there's a pickpocket in the market area stealing. I don't like this! Go around the stall with the green tent to trigger a scene at the .

You'll see this red-haired man pickpocket the woman's purse. It's time we chase him down. Similar to the time when we chased Krysha in Shantytown, we need to chase this man down these alleys. You'll even have the blue arrow on top of your head so that's good to know in case you get lost.

As you chase him down you'll notice he's knocking down people in hopes you trip and fall. Avoid these civilians at all cost so you can catch up to him. It's pretty simple really, especially if you don't bump into anybody. Once you catch up to him watch the scene and the quest will come to an end.

Hieroglyph Knight's HQ - Maid in Amiss

- **Quest Start**: Chapter 3
- **Reward**: ---

From the maid's cell head south and into the room with the (which should have a as well if you talked to her before going in the room). In here you'll fight some Knights and they'll drop a **Prison Key** you can pick up afterwards. Exit the room afterwards and unlock the rook northwest of this one. Inside you can find a white **burlap bag**. This is what the maid wanted!

Head back to the maid and as you give her the bag some Lemures will appear. Wait, how did she see them? Anyway, kill these suckers and the scene will continue. It seems the maid can sense these Lemures. Wow. Anyway, she'll introduce herself as **Silhouette** and she'll escape with us (once we do) and technically join the Dandelion.

Artisan Lane - Chapterhouse Repairs

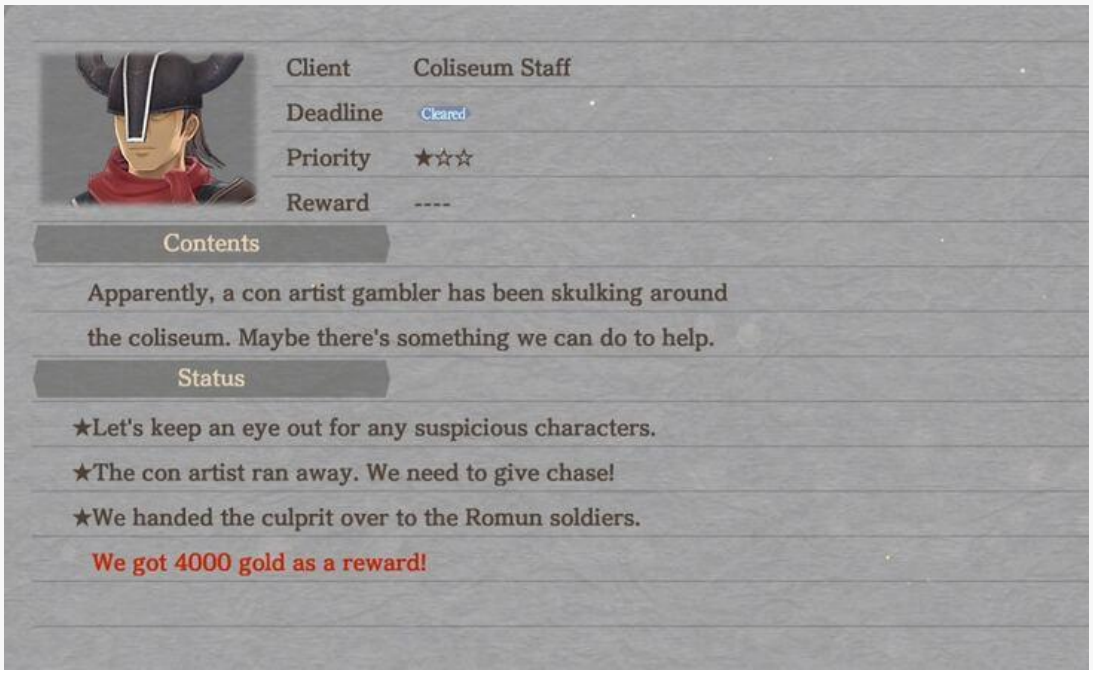
- **Quest Start**: Chapter 4
- **Reward**: Strength Elixir

This is a simple and fast sidequest!

Start by running to the top of the main building and examine the wooden structure up here. It's incredible Credo doesn't even remember where he was fighting. Head north now to the shack near the canal. You can see the banner has been slashed in half.

Now head to the southeastern side of the area and examine the broken pillar for yet another scene. This is a somewhat nerve-racking scene. Once the scene is done, the quest will end. Yep, that's it!

Entertainment District - Scam on the Lam



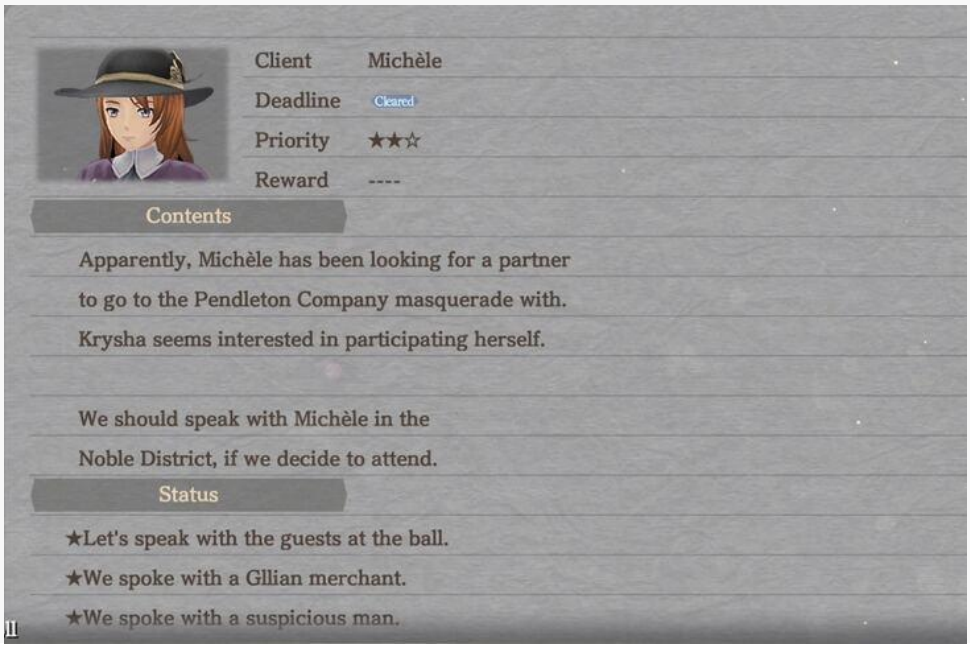
- **Quest Start**: Chapter 5
- **Reward**: 4000 Gold

Head behind the houses on the northeastern side of the Entertainment District where the is and you'll find a pair or suspicious men.

A scene will play as soon as you approach them and as soon as he spots you he'll make a run for it. You'll need to chase after him (similar to how you did chasing the pickpocket at the market). You'll be jumping from cloth to cloth and eventually jump down. The man then goes up the stairs next to the brewery so follow him up there and you should be able to catch him pretty quick.

A scene will play out as soon as you do, ending the sidequest. That was a short one!

Noble District - Masking for Trouble



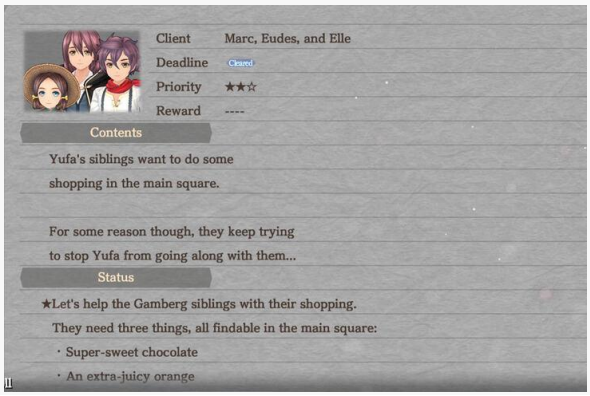
- **Quest Start**: Chapter 6
- **Reward**: Mayura Stone, Ball Masks x2

This is an optional sidequest that you can get by speaking to Michele near the center of the Noble District.

She's looking for a guy that would step in and pretend to be her partner for a masquerade so her family won't say anything. She wants the guy with black hair... Adol of course. I wonder if she would still want us if we had our red hair.

Anyway, both Adol and Krysha will go to the masquerade where you'll see Riche and Carla are both here. That's why Krysha wanted to come. Watch the scenes that play here and as you regain control, speak to the 3 people in here and continue watching the scenes. These will be some lengthy scenes but the sidequest will come to an end right after. That was a really short one. We also get to keep the two Ball Masks, which is pretty neat. Only Adol and Krysha can equip them though.

Agricultural District - Gamberg Family Errand



- **Quest Start**: Chapter 7
- **Reward**: 20x (Apple, Flour, Mushroom, Red Meat, White Meat)

To start this quest head on over to the Agricultural District at the start of Chapter 7 and you'll be able to find Yufa's siblings outside of their house with the over their head.

Talk to them and they want to give Yufa a little gift as a surprise. Obviously we don't want her figuring out about it so we'll be off to the markets of Main Square with Krysha and Anemona. We'll need to purchase 3 things:

- **Super-sweet chocolate**: head inside the Trading Bureau and speak to the clerk behind the counter. You'll need to **TALK** to her to get the chocolate as you cannot directly purchase them (this goes as well with the other 2 shops).
- **An extra-juicy orange**: the old lady in the marketplace.
- **Pretty wrapping paper**: accessory shop outside the bathhouse.

Watch the scenes as we collect all 3 of these items and the old lady will approach us. She'll ask us to take some fruit back to Yufa. Watch the couple of scenes and a very endearing one and the quest will come to an end. I really liked this one.

Keening Highlands - Tree Stumped

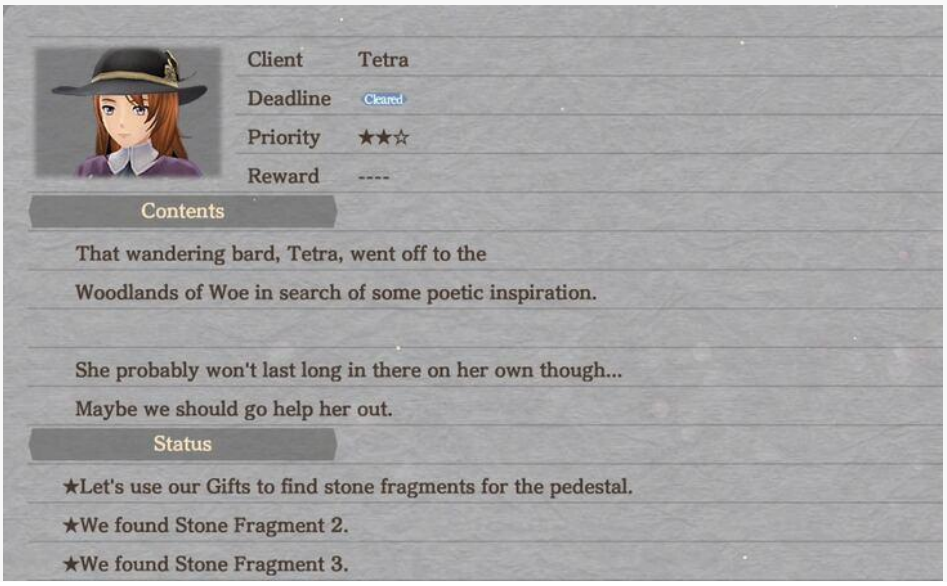
- **Quest Start**: Chapter 7
- **Reward**: Tempest Elixir

You start this sidequest by talking to Professor Vallin who's checking out a tree on the western side of **Keening Highlands**.

He'll ask us to find a tree that grow golden nuts. Oh. This one is extremely quick. Go northeast while sticking to the wall on the right and you'll go through a little passage that'll take you to an area where you can see a gate, like all the ones we've seen throughout Balduq. To the south you'll find a tree with golden nuts on top.

Examine the tree and watch the scenes. The sidequest will end right here but this is your sidequest that will give you max affinity with Silhouette so when asked make sure to select **Resume from the Dandelion** and speak to Silhouette (who will have a smily face with a heart). Talk to her and watch their max affinity scene where you'll have her with no mask. She's so pretty!

Woodlands of Woe - Inscription Inspection



- **Quest Start**: Chapter 8
- **Reward**: Strike Crown

You can find this completely optional sidequest by talking to Tetra, who's located inside the Woodlands of Woe. To access this area you'll need to collect 200 NOX, use 100 of them to break the barrier that takes you to Ciel Canyon Trail and once you do another Miasma Vortex will appear on the eastern side of Estatte Road. Note that you'll need the second 100 NOX for the barrier to appear.

During the scene when you initially talk to her she'll tell you a little bit more about this altar. It seems it's missing some stone slabs so let's see if we can find them with Anemona's Third Eye. Below is the location of these stone tablets. They'll shine bright green like everything else does with Anemona's Third Eye.

I recommend you fast travel back to the Relief Tile near the entrance and make your way around the area once again collecting these stone tablets to make your life easier. Once you've picked them up return to Tetra and let her know you've found them all. Watch the scene after you do and you'll obtain your reward and the quest will come to an end.

Optional Areas

Mount El Dore

ENEMY	WEAK	ITEM DROP
Mushahr		Faint Drop, Dark Drop, Anguished Tear, Mushroom
Jaganni		Sturdy Shell, Armored Shell, Ultradense Bone, White Meat
Mundura		Small Leaf, Glossy Leaf, Sparkling Leaf, Potato
Hornville		Thick Hide, Razor Claw, Hornville Wing, Red Meat

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Glossy Leaf, Sparkling Leaf
TREE STUMPS	Aromatic Lumber, Soul Lumber, Glossy Leaf
ORE DEPOSITS	Copper Ore, Iron Ore

This is an optional area that you get access to thanks to the sidequest Hazardous Harvest at the start of Chapter 5. It's located southeast of Estate Road on the northern side of the map.

Mount El Dore is divided technically in 2 parts, the outside and the inside of the cave. I'll be writing them as a whole since you'll be going up the mountain and in and out of it.

Start by activating the Relief Tile in front of you and you'll have some mushroom enemies in the open area. Make your way up the platforms and follow the cave south to reach a fork. Go west first to find yourself at a dead end with a in the center that has **1200 Gold** inside.

Return to the fork and go east this time, killing some more enemies and exiting the cave. Once out here follow the path west as you stick to the northern wall and you'll eventually reach a chest with **White Asparagus x10** inside.

Note that you can jump down to the area below where you can find some treasure, but let's do this top part right now and do the bottom before we leave. Head all the way west to find an entrance to the mountain, but west of it is a with **Crimson Spar x3**.

Now go ahead and jump down to the area below. Head east while you stick to the northern wall and you'll find a in a little alcove that has **Binding Bangle** inside.

Continue heading east and you'll eventually reach another , but this one is located behind a tree and has **Bitter Remedy x2** in it.

Fill in the rest of the area down here, return up to the upper area and head in the cave to the next area.

Inside the cave be careful of the water on the sides of the walkway. Move north and you'll find a large area with several Mushahr and a Jaganni. Kill them and run up the western wall to find yourself another , this one with **Black Fig x4**.

From here jump across the room to the northern platform and follow the passage behind to find a at the very end protected by several enemies. Once you kill them open it up for **Beast Hide x2**.

Return across and go southwest this time. Jump up the platforms and head back outside. Out here you cannot jump down so you'll have to be careful of getting pushed off by those pesky Hornville and let me tell you there's a lot of them in this area. As you run up the slope keep an eye on your right for a with **Expellant x3** inside.

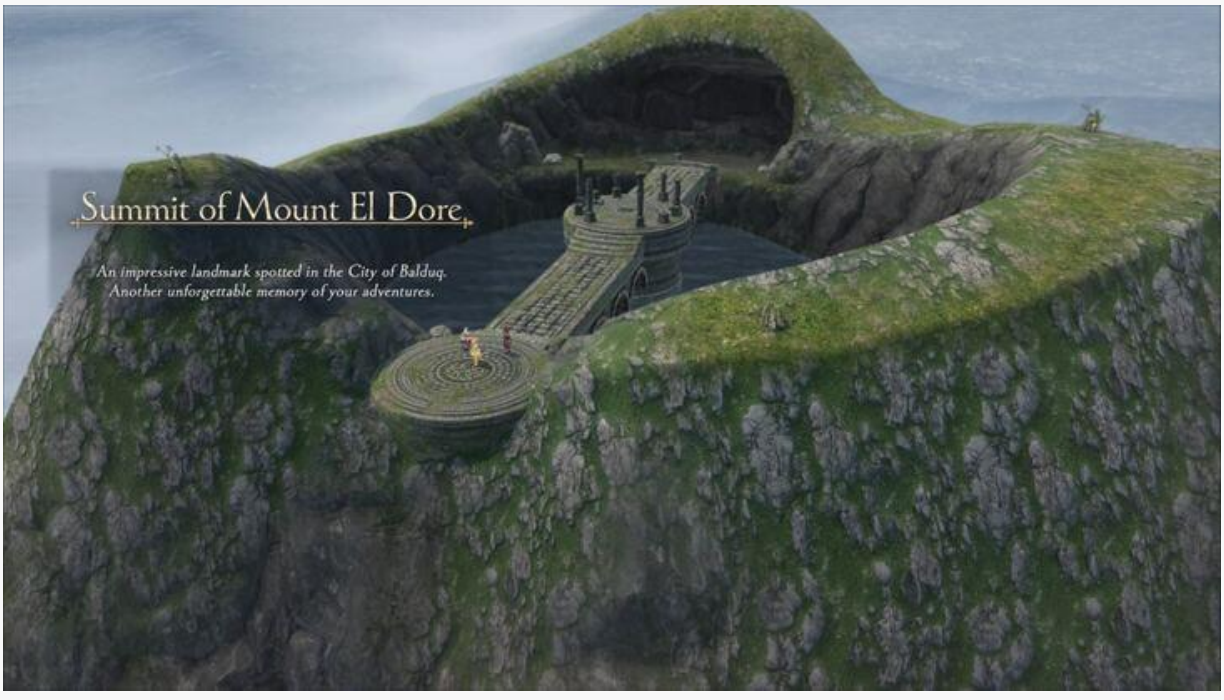
Continue heading up while sticking to the side of the mountain so you don't get blown off by the Hornville and eventually you'll wrap around the area and start going north. As you do keep an eye on your left and on top of a rock you'll be able to find yet another , this one with **1200 Gold** in it.

Up ahead you'll have another entrance to the mountain, but before you do that open up the to the left for **Midnight Sun Drop x2**.

Head inside the cave and you'll be in a small circular area. Take care of the enemies and enter the little alcove to the east to find a behind the rock in the center for **Gaudy Gloves**.

Return and run up the southern wall. Run up a second wall and go around the platforms to start going northeast. You'll be in a room with tons of Jaganni and Hornville enemies. Kill them and run up to the top of the room where you'll see some stairs going up and north. Before you go up there's a on each side of them. Open them up for **Luminescent Fluid x2** and **Emollient x2**.

Go up the steps now and follow the cave until you're back outside. We're at the summit of the mountain. Move to the very edge of the area across the bridge and water and you'll find a **Landmark** called **Summit of Mount El Dore**. It's honestly quite pretty.



After you've checked it out jump up to the edge of the mountain and go around to the western side where you'll be able to find a sneaky with **Apocryphe: Karma** inside it. Go ahead and use it right away to have another sacramental slot unlocked.

And that's it for Mount El Dore. Not too short, not too long. I liked it.

Woodlands of Woe

To enter the Woodlands of Woe, fast travel to the Relief Tile on the east side of Estatte Road and you'll find your Miasma Vortex behind the fence.

Note that this is your typical **PURGE** so I won't be going over it. Just remember that Anemona's Third Eye is incredibly useful and the Lord of the Night appears once you've destroyed 80 Lacrimae.

REWARDS				
	S-Rank	A-Rank	B-Rank	C-Rank
Normal	Bloodshot Tear x2	Polar Night Drop x2	Unfading Hide x2	Indestructible Shell x2
First Time Rank	Resurrect Potion	Hermit's Remedy	Relic Bone	Dry-aged Meat x2
First Time Clear	Tempest Elixir	Mystic Lazulite	Sacred Branch	Verdant Leaf

And with that, we are now to explore the upcoming area, the **Woodlands of Woe**.

ENEMY	WEAK	ITEM DROP
Gloggury		Sturdy Shell, Armored Shell, Luminescent Fluid
Wogene	---	Soul LUmber, Sacred Branch, Polar Night Drop
Cel-Ratni	---	Thick Hide, Ultradense Bone, Drill Fang, Cheese

HARVEST POINT	MATERIALS GATHERED
TREE STUMPS	Aromatic Lumber, Sacred Branch, Verdant Leaf
ORE DEPOSITS	Copper Ore, Mystic Lazulite

This is an enclosed area and many of the things you find here in terms of Harvest Points and enemies are very similar to those you'll find in the Ciel Canyon Trail. We'll also have a sidequest and a Landmark near the end so let's get started!

Activate the Relief Tile as you come in and make your way northwest and you'll reach an open area with several tree stumps. Check the west side before continuing north to find a behind the tree that has **Relic Bone** in it.

Head to the north of this area, drop down and go west first to find yourself in a fork. Go north first to find a between 2 tree stumps (one of them is an enemy) with **3600 Gold** inside.

Go west from the fork now and you'll find another . This one has an **Iron Bangle** inside.

Return to where you dropped and start going east. You'll see there's a chasm on the northern side of this area so be careful and don't fall down. As you go east you'll see a rock coming out of the ground that has a on top of it with **Panacea x2**. There's a warp point for easier access.

Go southeast up the wall and as you go south you'll reach a little stream. Check the western end of the stream to find a with **Hermit's Remedy**.

Follow the stream south a little bit and you'll find a platform on your right you can jump up to. Do so and move to the end of the area to find a lone with **5400 Gold**.

Return to the stream and continue following it south and you'll eventually reach another platform on the right you can jump up to. Do so and move to the end of this area to find a hidden behind the tree at the end with **Dry-aged Meat x2**.

Continue following the stream east and you'll reach a waterfall. Before you jump up this waterfall go south and follow this area to find yet another behind a tree at the very end, but this one has **Defense Elixir** inside. A bit more useful.

Return and jump up the waterfall now and move to the ruins you see up here. You'll find someone up here, **Tetra** . You might remember her from one of the sidequests we previously did, the one where we needed to find Graffiti with Anemona's Third Eye. This here is also a **Landmark** called **Forbidden Altar Ruins** you can get. Pretty neat.

Now, before you talk to her, let's get the last chest of the area. Warp to the pillar in front of her (in the back of the altar) and look south to see the on top of the pillars. Double jump go the right, walk around and jump up again to get to it. You'll get **Dark Grimoire** once you open it. This teaches Jules a skill, which is pretty nice.

Now go ahead and talk to Tetra. This will start a completely optional sidequest so it'll be up to you whether you want to do it or not (it's very easy and fast to do).

- Inscription Inspection

With the sidequest done, the landmark recorded, and all 9 opened, we have finished the Woodlands of Woe. Good going.

Ancient Battlefield

Although the area is called **Ancient Battlefield** in the Journal, it's still part of Keening Highlands. I decided to go with this name just to somewhat separate it from the rest of Keening Highlands.

You'll need to complete the Siege **Neverending Threat** to get access to the second part of Keening Highlands. This is a regular siege, but the only difference here is that there will be tons of enemies. Be prepared to fight tons of Lemures. There will be several yellow black pillars throughout the waves so make sure to stay close to the sphene at all times. The Lord of the Night is also a pushover. It does have a lot of HP and DEF, but he's not really hard at all. Just be careful because there will be several high ranking Lemures appearing next to the boss so you might want to take them out before you continue focusing on the boss.

REWARDS				
	S-Rank	**A-Rank**	**B-Rank**	**C-Rank**
Normal	Nightfrost Beauty x3	Mystic Lazulite x4	Sacred Branch x4	Verdant Leaf x4
First Time Rank	Nocturnal Oil x4	Otherworldly Core x2	Adichivo Shell	Sol Spar
First Time Clear	Tempest Elixir	Polar Night Drop x2	Unfading Hide x2	Indestructible Shell x2

ENEMY	WEAK	ITEM DROP
Yammer		Anguished Tear, Armored Shell, Luminescent Fluid
Reyzard	---	Luminescent Fluid, Unfading Hide, Drill Fang, White Meat
Ras-Gublin	---	Ultradense Bone, Drill Fang, Unfading Hide, Smoked Meat
Mudo-Veidon	---	Polar Night Drop, Relic Bone, Otherworldly Core
Diglem	---	Crimson Spar, Luminescent Fluid, Diglem Core

HARVEST POINT	MATERIALS GATHERED
FLOWERS	Small Leaf, Nightfrost Beauty, Verdant Leaf
TREE STUMPS	Aromatic Lumber, Sacred Branch, Verdant Leaf
ORE DEPOSITS	Copper Ore, Mystic Lazulite, Col Spar
BREAKABLE OBJECTS	Red Cheese, Crimson Spar, Nightfrost Beauty

This is the second part of Keening Highlands and let me start by telling you... you won't have a good time here. This is a miserable place to be in so let's make it quick. Note that half of the in the entirety of Keening Highlands are here and that sucks.

Start by moving forward and you'll reach the swamp portion of the area. In this muddy place you will sink. You don't go all the way down, but it drastically slows you down and it prevents you from jumping. There's also a lot of platforms sticking out of the swamp to encourage you to glide between them and avoid entering the swamp.

At the very entrance of the marsh head directly east to the little circular area on the southeastern side of the swamp. On the northern wall you'll see there's a piece of wall leaning on the side of the mountain. You can use this to run up.

Run up this wall, use the platform to the east as a stepping stone and follow these until it seems like you reached a dead end. Glide forward towards the entangled warp point, clear it and look right (north) to find a . Glide on over to it and open it to find **Shield Earring IV** in it.

From here head north to the next side of the marsh (be careful of the Mudo-Veidon enemies in the mud) and check the southeastern corner. You'll see a yellow ore deposit on one of the platforms above. Head on over here and use these platforms to reach a higher one with a warp point. Clear it from the vines and glide across northwest towards the next ore deposit. From this ore deposit look north to find a . Double jump and glide across to reach the platform. Open it up to find **Panacea x2** inside.

From here simply head northeast and you'll be able to find a out in the open. You'll need to kill a Mudo-Veidon to get it the **6000 Gold** from inside it.

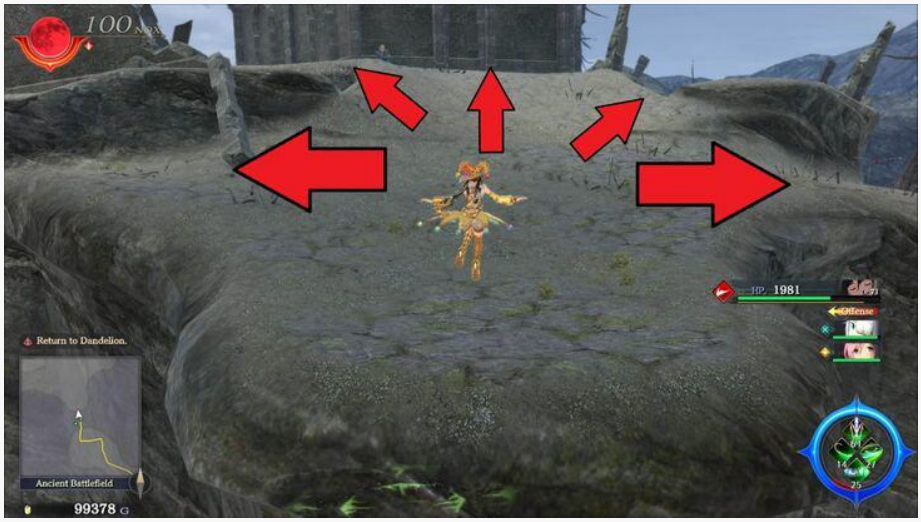
From here go north a tiny bit while sticking to the wall and you'll come across another one of those walls leaning on the mountain. Use this to run up all the way until you reach high ground. Finally we're out of the marsh!

Destroy the vines and before you proceed look northwest to find a on top of the platform at the very end. Glide to the platforms nearby and use them to get to the that has a **Life Elixir** in it.

Return and start following the upper path now. You'll reach a little open area with a ton of Diglem enemies. Kill them and check the southeastern side of the area to find 2 little platforms going up. Jump up these platforms and follow the rocks protruding from the mountain and glide over to the on top of the central platform that has **Sol Spar x2** inside.

Drop down, clear the vines from the warp point and go south using the platforms as stepping stones until you reach more Diglem. You'll see there's another here but we can't get it. This is actually the last chest we're getting in the are. Instead move northwest, clear the vines off the warp point and jump across the little gap.

From here we have a little fork. We can go west, east, northwest, northeast, and north.



Let's go north first. North takes you to the building you see in front of you and it's a **Landmark** called **Watchtower of the Hundred Years' War**.

This should be your last landmark, and if it is you'll get a trophy here.

Intrepid Tourist: Attain 100% of landmarks discovered.

Now, the paths going northwest and northeast are basically a path going around the previously mentioned landmark. Underneath the path is a little watery way (all around the landmark). Down here you can find a that has **Defense Elixir** inside. Neat.

Return to the fork now and go east. This is immediately a dead end, but what you want from here is to look north over the edge and you'll see an open area with a Diglem. Glide over here and you'll be able to get the on a platform to the right that has a **Warrior Seal IV** in it.

Return and head north now. You'll see there'll be a passage going around the mountain (basically under the water area we were just in). Follow this path west and on the western side of the mountain you'll spot a on your minimap. Drop to the ledge below and open up the to find a **Master Bangle** inside. Incredible accessory.

Fast travel back to the landmark and go west from the fork now. Kill the Diglem and go southwest across the platforms and you'll reach a larger area with some Diglems. Kill them off and check down the edge on the northwestern corner of this platform. You'll be able to see a underneath you. Jump down and open it to find **8000 Gold** inside.

Fast travel back to the landmark, return to where you killed the Diglems and on the southern side you'll find an entangled warp point. Break it free and look east to see a broken wall on the other side of the gap. Use your Third Eye to find a behind it. Glide over here and open it to find **Hermit's Remedy x2**.

Use the warp point to get back up, jump across the gap to the south and follow the slope up and east. Follow this path until you get to some Diglems. Kill them and use the rocks nearby to get to the on top of the platforms for **7000 Gold**.

Continue going east and you'll eventually see a red on top of a platform. Glide on over there to find and open it up to find a **Strength Formula**. This is for Saradhi and it allows you to make Strength Elixir. Neat!

And that should be it! Congrats! This is basically the last area to explore outside the last dungeon. After all this your map completion should be at 100%, as well all 25 located and opened.

Azure Petal Locations

Main Gates

There's a total of 6 in the Main Gates District.

Azure Petal #1

Run to the roof of the building northeast of the Relief Tile to find the at the top.

Azure Petal #2

On the northern side of the building where the previous was, right next to the canal.

Azure Petal #3

On top of the chimney south of **Orielle Clinic**.

Azure Petal #4

Behind **Balduq Visitor's Kiosk**. It's on top of a wheelcart.

Azure Petal #5

On top of the southern main gate. Climb to the very top of the gate to find it.

Azure Petal #6

In front of the door of the abandoned building, amongst the bushes.

Central District

There's a total of 16 in the Central District.

Azure Petal #1

Behind the building on the southwestern side of the area just northwest of the southern Relief Tile. Approach it from the north to find it on top of some barrels.

Azure Petal #2

Behind the cathedral, on top of the barrels.

Azure Petal #3

Behind the lone tree next to the staircase going up behind **Pendleton Company**.

Azure Petal #4

On top of the tower northwest of the Pendleton Company building.

Azure Petal #5

On the roof of the building northwest of the previous .

Azure Petal #6

Look northeast from the previous to where the Graffiti is. Run to the top of the tower to find your .

Azure Petal #7

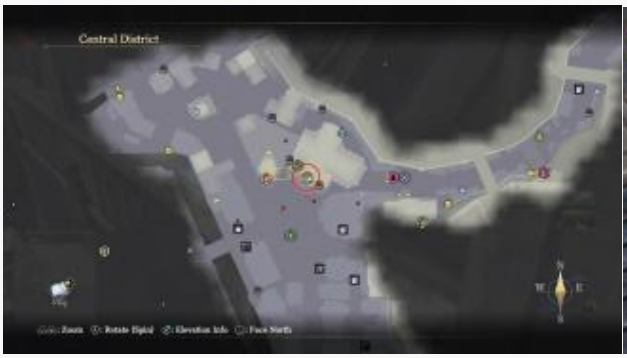
Behind the cathedral, you can find this on a balcony overlooking the alley.

Azure Petal #8

On top of the Pendleton Company building. You need White Cat or Hawk to get this one.

Azure Petal #9

On a ledge on top of the entrance to the cathedral.



Azure Petal #10

On top of the fountain at the Fountain Plaza. To get there you can either glide with Hawk once you get him or you can climb to the top of the cathedral (where the Landmark is) and roll through the air and land on it.

Azure Petal #11

Northwest of the Pendleton Company building is a tree with the in between the branches. Very easy to spot.

Azure Petal #12

North of Pendleton Company is a building that looks like a church. The is on a little ledge near the top.

Azure Petal #13

From the previous , there's a little passage between the eastern side of it and the staircase. You can find the here.

Azure Petal #14

On top of the building behind the **Perry's Pub** shop on the eastern side of the district.

Azure Petal #15

On a balcony on the building northwest of the **Shady Dealer Maxim**.

Azure Petal #16

On top of the stone arch over the main street near the Relief Tile.

Agricultural District

There's a total of 6 in the Agricultural District.

Azure Petal #1

On the roof of the shack on the western side of the wheat field.

Azure Petal #2

On the southwestern corner of the area you can find the farm with horses and cows. The Azure Petal is right there.

Azure Petal #3

Behind the buildings to the south of the district.

Azure Petal #4

Northeastern corner of the district right next to the river.

Azure Petal #5

On top of the waterwheels behind the shacks next to the little pier.

Azure Petal #6

On top of the mill in the center of the field. Run up a side of it to reach it.

Shantytown

There's a total of 8 in Shantytown.

Azure Petal #1

On top of the entrance to the Tranquil Underpass dungeon.

Azure Petal #2

As you go east from the Tranquil Underpass entrance, keep an eye on your left to find it on top of a house.

Azure Petal #3

In front of the Cloaca Maxima dungeon.

Azure Petal #4

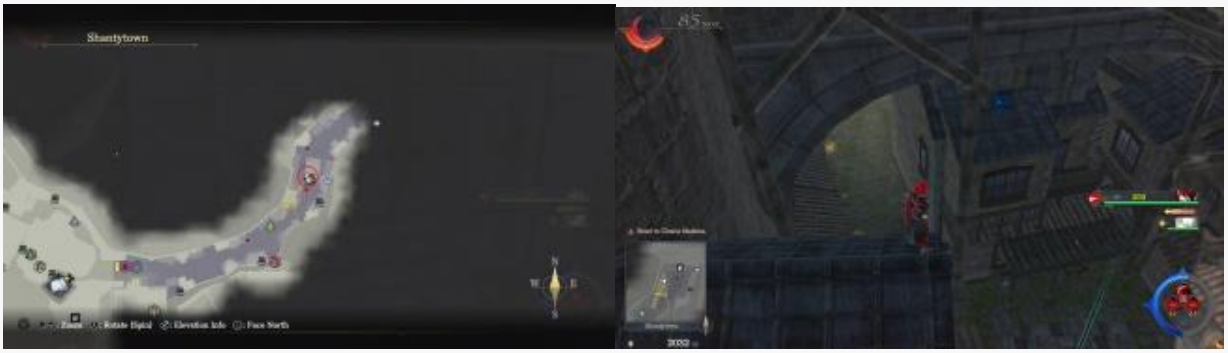
On a balcony just west of the Cloaca Maxima dungeon.

Azure Petal #5

On a rooftop southwest of the **Nirvana** shop.

Azure Petal #6

On top of the **Nirvana** shop.



Azure Petal #7

Above the **Nirvana** shop, where the Graffiti is, check the side of the central pillar to find a on top of the barrels.

Azure Petal #8

Run to the top of the central pillar (on top of the **Nirvana** shop) and you'll find it at the top.

Main Square

There's a total of 14 in the Main Square.

Azure Petal #1

Follow the river north from the Relief Tile to find the under a tree.

Azure Petal #2

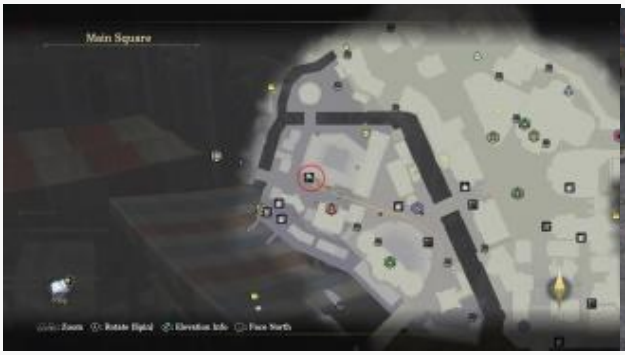
West of the bathhouse, on top of the little roof at the entrance of the building.

Azure Petal #3

On top of a flower pot inside the bathhouse.

Azure Petal #4

On top of a stall right outside the bathhouse.



Azure Petal #5

On the roof of the building southeast of the market.

Azure Petal #6

Follow the canal southeast from the market and you'll find your on top of the poles in the water. You can jump from wooden pole to wooden pole to get it, or you can jump from a higher building and roll constantly to land on it (or just wait until you get Hawk for an easier time!).

Azure Petal #7

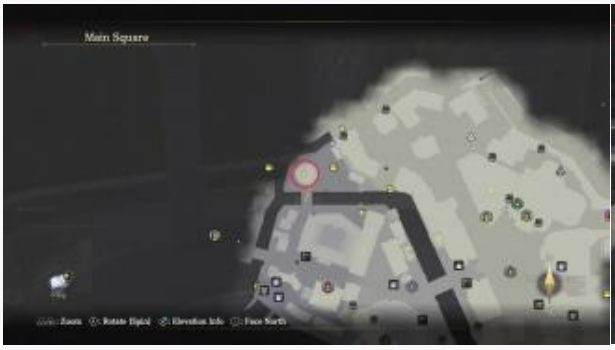
On top of the Balduq Ampitheater, resting on the hand of the statue.

Azure Petal #8

On top of the tower south of the Relief Tile near the eastern entrance.

Azure Petal #9

Past the Miasma Vortex behind the bathhouse, it's on top of the pillar under the gazebo.



Azure Petal #10 & #11

Past the Miasma Vortex behind the bathhouse, under the tree.

Azure Petal #12

Past the Miasma Vortex behind the bathhouse, on top of the building next to the Graffiti.

Azure Petal #13

On a balcony on top of the Trading Bureau in front of the bathhouse.

Azure Petal #14

Behind the stalls next to the western bridge that takes us to the next district.

Hieroglyph Commandery

There's a total of 10 in the Hieroglyph Commandery.

Azure Petal #1

On top of the griffin statue next to the Relief Tile.

Azure Petal #2

Northwest of the Relief Tile, on top of the pillars.

Azure Petal #3

On the western corner of the main central building, on top of one of the wooden beams sticking out of the building itself.

Azure Petal #4

On top of one of the wooden beams sticking out of the northeastern side of the roof of the main building.

Azure Petal #5

On the southeastern side of the main building, on top of one of the pillars.

Azure Petal #6

Check the patch of grass on the southern side of the main building (technically behind the building).

Azure Petal #7

On the southeastern side of the area, on top of the fountain in the housing-looking area.

Azure Petal #8

On top of the large western wall where the huge double doors are.

Azure Petal #9

Run to the top of the western wall and follow it north towards the Artisan District and you'll find it up here (it's almost on top of the below).

Azure Petal #10

On the bottom of the wall under the western bridge. It's almost at the same level as the canal.

Artisan Lane

There's a total of 18 in the Artisan Lane.

Azure Petal #1

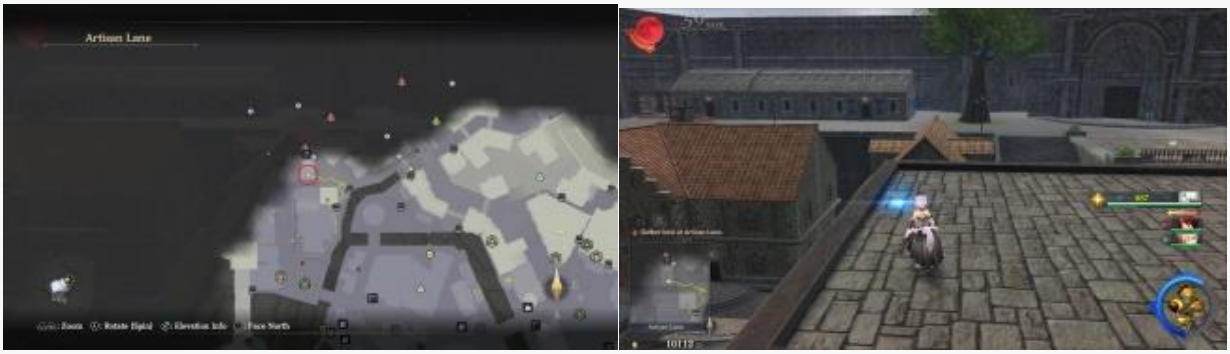
On the stone ledge behind the **Rijndael Antiques**.

Azure Petal #2

On top of some barrels on the main street north of **Rijndael Antiques**.

Azure Petal #3

On the roof of the **Marcel's Smithery** building.



Azure Petal #4

At the top of the tower southeast of **Marcel's Smithery**.

Azure Petal #5

On the same tower as the previous , only it's on a beam sticking out of the northern side, near the top.

Azure Petal #6

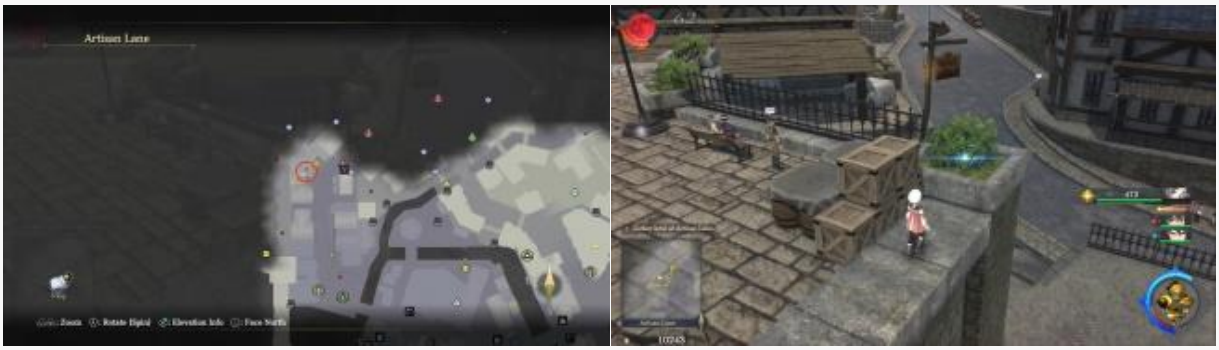
Behind the **Marcel's Smithery** building you can find a little alley with a smelter. Your is in there.

Azure Petal #7

North of the **Rijndael Antiques** shop is an alley. Go to the back end of the alley to find your .

Azure Petal #8

West of **Marcel's Smithery** is the staircase to the area that is/was sealed off by a barrier. The is on top of a planter up here.



Azure Petal #9

Following the street northeast from **Marcel's Smithery**, go left down the second alley to find your under a tent.

Azure Petal #10

On top of the stone pillar gate at the entrance to the Entertainment District to the north-northeast.

Azure Petal #11

On the roof of the building southwest of the Bulletin Board on the northern side of the district.

Azure Petal #12

On top of the tree south of the Bulletin Board on the northern side of the district.

Azure Petal #13,#14,#15

These 3 are on top of the tree on the western side of the Artisan District. You can get these after you break open the barrier blocking the area.

Azure Petal #16

On top of the barrels next to the tree from the previous 3 .

Azure Petal #17

Run up the large gate on the western blocked side of the district to find the at the very top of it.

Azure Petal #18

On top of the tree in front of **Rijndael Antiques**.

Entertainment District

There's a total of 8 in the Entertainment District.

Azure Petal #1

On the western side of the district, on top of the red pillar structure.

Azure Petal #2

On top of a wagon on the western side of the district, just a couple of steps north of the previous .

Azure Petal #3

On the northwestern side of the coliseum's outer wall.

Azure Petal #4

On the northeastern side of the district, on top of an orange cloth hanging over the alley between the building and the backwall.

Azure Petal #5

On the northeastern side of the district, on top of the barrels. It's right underneath the previous .

Azure Petal #6

On the eastern side of the district, on top of a red cloth hanging over the main street.

Azure Petal #7

Inside the coliseum, it's on top of the roofed sitting area on the northern side.

Azure Petal #8

Inside the coliseum, at the southern roofed sitting area.

Prison Outskirts

There's a total of 10 in the Prison Outskirts.

Azure Petal #1

On the main road (southern side) run to the top of the middle tower (there are 3) and you'll find it at the top.

Azure Petal #2

Under the tree east of the 3 towers from the previous .

Azure Petal #3

At the top of the mountain in the center of the district.

Azure Petal #4

On top of the northern exit of the tunnel coming down from the prison's main entrance.

Azure Petal #5

On the northern side of the district, on top of the entryway into the wall north of the towers.

Azure Petal #6

On top of the tower south of the previous .

Azure Petal #7 & #8

On the northern end of the district right behind the horse.

Azure Petal #9

From the entrance proper to the prison (where the landmark is) go southwest and slide down the side of the mountain.

Azure Petal #10

Follow the eastern wall of the Entertainment District and you'll find it on top of the tallest tower, way in the northeastern corner.

Noble District

There's a total of 16 in the Noble District.

Azure Petal #1

On top of Noah's house (the house north of the Relief Tile).

Azure Petal #2

Up the wall directly east of the Relief Tile, right in the corner.

Azure Petal #3

Go west from the Relief Tile and inside the building. You can find it on top of the boxes in here.

Azure Petal #4

Follow the street south from the Relief Tile and as it curves east check under the tree in the corner to find the .

Azure Petal #5

In the backyard of the house east of the previous .

Azure Petal #6

Check in between the wall and the house to the east adjacent to the where the last is/was.

Azure Petal #7

On the fountain in the center of the district.

Azure Petal #8

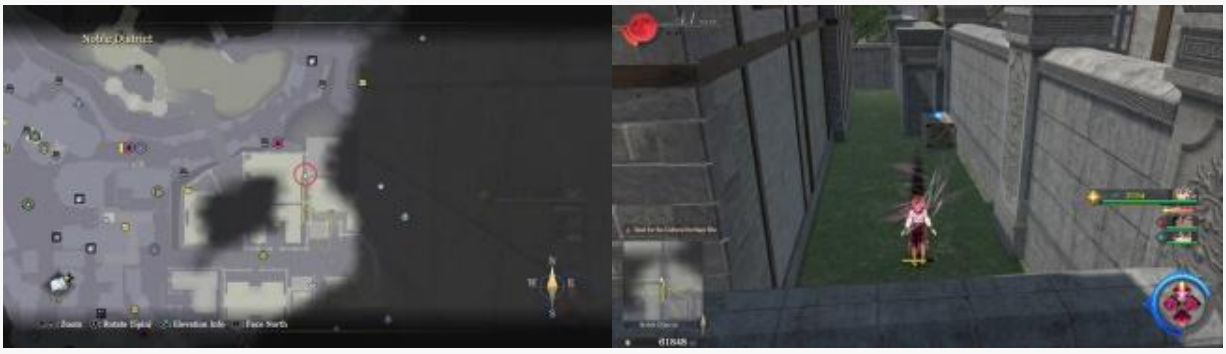
South of the central fountain is a pair of sitting areas. Check the western one to find it on top of a plant.

Azure Petal #9

The storage northwest of the central fountain.

Azure Petal #10

Head east from the Relief Tile, go up the slope and go north down the street. At the second house on your right, check the backyard to find it on top of some boxes.



Azure Petal #11

Check behind the tree on the southern side of the building east of the central fountain.

Azure Petal #12

Southeast of the landmark you can find a long building (you'll need to complete the Miasma Vortex first). It's on the roof.

Azure Petal #13

South of the building from the previous , behind the tree.

Azure Petal #14

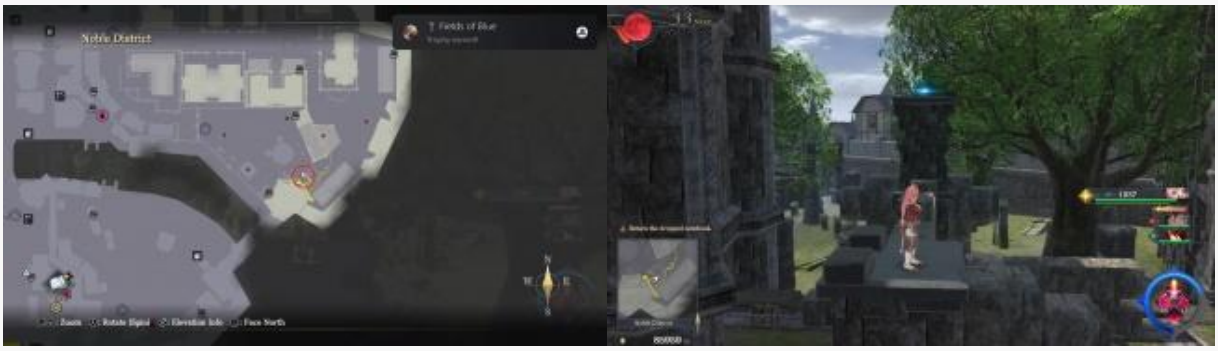
To the south of this last tree is the gate of the area. Run to the top to find your .

Azure Petal #15

South from the where the Miasma Vortex was located, run up the destroyed building to find your .

Azure Petal #16

At the ruins on the southern side of the district, right next to the Cultural Heritage Site.



Balduq Cemetery

There's a total of 4 in the Balduq Cemetery.

Azure Petal #1

North of the Relief Tile is a monument in the center. At the top is your .

Azure Petal #2

Go west-southwest and you'll find the under a tree near the edge of the slope.

Azure Petal #3

On top of the tower west of the Relief Tile.

Azure Petal #4

On the northern bridge that takes you to the Prison Outskirts district, check on the northern side of the bridge to find it just hanging over Shantytown. I found this one way back in Chapter 2 I believe.

Cultural Heritage Site

There's a total of 4 in the Cultural Heritage Site.

Azure Petal #1

On top of the wall next to the Relief Tile.

Azure Petal #2

Behind one of the tombstones on the main road.

Azure Petal #3

On the tip of the spear of the statue at the eastern side of the area. Glide from the southern tower (where the next is).

Azure Petal #4

Run up the tower in the southeastern corner of the area to find the final .

Weapons List Guide

In Ys IX each character has their own unique weapon and you can purchase several them, or, unlike most RPGs, you can save your money entirely and upgrade your weapon. Yes, each weapon has 3 stages (regular stage, stage +1 and stage +2) and once you reach +2 the next time you enhance your weapon it'll transform into the next weapon (Adol's Gothic Sword +2 enhances into Broadsword).

This serves 2 things: saves you money because usually these new weapons are expensive and, although affordable later on, it's better to save your money for more important things and use materials, and most importantly it allows you to enhance your base weapon twice to a +2 stage while still having the same weapon. The store doesn't sell this upgraded weapon so it's the only way to get it. Granted, if you don't have the materials to enhance your +2 weapon to the new one and don't want to go farm for the items, you can always buy it and continue enhancing that one later on.

Below is a table with all of the character's weapons and how to get them. Note that I'm not listing those you can purchase in shops and I'll only be listing special weapons you cannot buy. Sounds good? Good.

NOTE: This is a work in progress. I'll be updating this list as I unlock more characters and weapons.

Adol

NAME	LV	STATS	MATERIALS	LOCATION
Short Sword	1	STR +12	---	Balduq Prison (Prologue)
Gothic Sword	0	STR +18	---	Balduq Prison (Prologue)
	+1	STR +21	Copper Ore x2	
	+2	STR +24	Copper Ore x3	
Broadsword	0	STR +28	Copper Ore x4, Razor Claw x2	Purchase in Balduq City
	+1	STR +35	Copper Ore x6	
	+2	STR +42	Copper Ore x8	
	0	STR +53	Iron Ore x1, Aromatic Lumber x1, Razor Claw x4	Enhance from Broadsword

Claymore	+1	STR +61	Iron Ore x2, Aromatic Lumber x2	
	+2	STR +69	Iron Ore x3, Aromatic Lumber x3	
Knight's Saber	0	STR +82	Iron Ore x4, Aromatic Lumber x4, Ultradense Bone x2	Enhance from Claymore
	+1	STR +91	Iron Ore x6, Aromatic Lumber x6	
	+2	STR +100	Iron Ore x8, Aromatic Lumber x8	
Evil Edge	0	STR +115	Crimson Spar x1, Spirit Lumber x1, Ultradense Bone x4	Enhance from Knight's Saber
	+1	STR +125	Crimson Spar x2, Spirit Lumber x2	
	+2	STR +135	Crimson Spar x3, Spirit Lumber x3	
Obsidian Blade	0	STR +52	Crimson Spar x4, Spirit Lumber x4, Drill Fang x2	Enhance from Evil Edge
	+1	STR +163	Crimson Spar x6, Spirit Lumber x6	
	+2	STR +174	Crimson Spar x8, Spirit Lumber x8	
Soul Eater	0	STR +193	Mystic Lazulite x1, Soul Lumber x1, Drill Fang x4	Enhance from Obsidian Blade
	+1	STR +205	Mystic Lazulite x2, Soul Lumber x2	

	+2	STR +217	Mystic Lazulite x3, Soul Lumber x3	
Joyeuse	0	STR +238	Mystic Lazulite x4, Soul Lumber x4, Relic Bone x2	Enhance from Soul Eater
	+1	STR +251	Mystic Lazulite x6, Soul Lumber x6	
	+2	STR +264	Mystic Lazulite x8, Soul Lumber x8	
Desperada	0	STR +287	Sol Spar x1, Sacred Branch x1, Relic Bone x4	Enhance from Joyeuse
	+1	STR +301	Sol Spar x2, Sacred Branch x2	
	+2	STR +315	Sol Spar x3, Sacred Branch x3	
Tir na nOg	0	STR +340	Sol Spar x4, Sacred Branch x4, Otherworldly Core x1	Mythical Blueprints req.
	+1	STR +355	Sol Spar x6, Sacred Branch x6, Otherworldly Core x1	
	+2	STR +370	Sol Spar x8, Sacred Branch x8, Otherworldly Core x2	

Krysha

NAME	LV	STATS	MATERIALS	LOCATION
Cat Scratch	+2	STR +41 Evade +3%	---	Initial Equipment

Scale Glove	0	STR +53 Evade +2%	Iron Ore x1, Aromatic Lumber x1, Razor Claw x4	Enhance from Cat Scratch
	+1	STR +61 Evade +3%	Iron Ore x2, Aromatic Lumber x2	
	+2	STR +69 Evade +4%	Iron Ore x3, Aromatic Lumber x3	
Iron Fists	0	STR +83 Evade +3%	Iron Ore x4, Aromatic Lumber x4, Ultradense Bone x2	Enhance from Scake Glove
	+1	STR +92 Evade +4%	Iron Ore x6, Aromatic Lumber x6	
	+2	STR +101 Evade +5%	Iron Ore x8, Aromatic Lumber x8	
Edelfang	0	STR +117 Evade +4%	Crimson Spar x1, Spirit Lumber x1, Ultradense Bone x4	Enhance from Iron Fists
	+1	STR +128 Evade +5%	Crimson Spar x2, Spirit Lumber x2	
	+2	STR +137 Evade +6%	Crimson Spar x3, Spirit Lumber x3	
Black Tiger	0	STR +155 Evade +5%	Crimson Spar x4, Spirit Lumber x4, Drill Fang x2	Enhance from Edelfang
	+1	STR +166 Evade +7%	Crimson Spar x6, Spirit Lumber x6	
	+2	STR +177 Evade +9%	Crimson Spar x8, Spirit Lumber x8	

Devil's Hand	0	STR +197 Evade +6%	Mystic Lazulite x1, Soul Lumber x1, Drill Fang x4	Enhance from Black Tiger
	+1	STR +209 Evade +8%	Mystic Lazulite x2, Soul Lumber x2	
	+2	STR +221 Evade +10%	Mystic Lazulite x3, Soul Lumber x3	
Elephantic Fist	0	STR +243 Evade +7%	Mystic Lazulite x4, Soul Lumber x4, Relic Bone x2	Enhance from Devil's Hand
	+1	STR +256 Evade +9%	Mystic Lazulite x6, Soul Lumber x6	
	+2	STR +269 Evade +11%	Mystic Lazulite x8, Soul Lumber x8	
Midgardian Claw	0	STR +293 Evade +8%	Sol Spar x1, Sacred Branch x1, Relic Bone x4	Enhance from Elephantic Fist
	+1	STR +307 Evade +10%	Sol Spar x2, Sacred Branch x2	
	+2	STR +321 Evade +12%	Sol Spar x3, Sacred Branch x3	
Lavandula	0	STR +347 Evade +9%	Sol Spar x4, Sacred Branch x4, Otherworldly Core x1	Mythical Blueprints req.
	+1	STR +347 Evade +12%	Sol Spar x6, Sacred Branch x6, Otherworldly Core x1	

	+2	STR +377 Evade +15%	Sol Spar x8, Sacred Branch x8, Otherworldly Core x2

Credo

NAME	LV	STATS	MATERIALS	LOCATION
Stingers	+2	STR +65 HP +150	---	Initial equipment
Man-Eaters	0	STR +77 HP +50	Iron Ore x5, Aromatic Lumber x4, Ultradense Bone x2	Enhance from Stingers
	+1	STR +86 HP +100	Iron Ore x6, Aromatic Lumber x6	
	+2	STR +95 HP +200	Iron Ore x8, Aromatic Lumber x8	
Avengers	0	STR +109 HP +100	Crimson Spar x1, Spirit Lumber x1, Ultradense Bone x4	Enhance from Man-Eaters
	+1	STR +119 HP +150	Crimson Spar x2, Spirit Lumber x2	
	+2	STR +129 HP +250	Crimson Spar x3, Spirit Lumber x3	
Claw Edges	0	STR +145 HP +150	Crimson Spar x4, Spirit Lumber x4, Drill Fang x2	Enhance from Avengers

	+1	STR +156 HP +200	Crimson Spar x6, Spirit Lumber x8	
	+2	STR +167 HP +300	Crimson Spar x8, Spirit Lumber x8	
Bloody Nails	0	STR +185 HP +200	Mystic Lazulite x1, Soul Lumber x1, Drill Fang x4	Enhance from Claw Edges
	+1	STR +197 HP +250	Mystic Lazulite x2, Soul Lumber x2	
	+2	STR +209 HP +350	Mystic Lazulite x3, Soul Lumber x3	
Charlemagne	0	STR +229 HP +250	Mystic Lazulite x4, Soul Lumber x4, Relic Bone x2	Enhance from Bloody Nails
	+1	STR +242 HP +300	Mystic Lazulite x6, Soul Lumber x6	
	+2	STR +255 HP +400	Mystic Lazulite x8, Soul Lumber x8	
Hresvelgr	0	STR +277 HP +300	Sol Spar x1, Sacred Branch x1, Relic Bone x4	Enhance from Charlemagne

	+1	STR +291 HP +350	Sol Spar x2, Sacred Branch x2	
	+2	STR +305 HP +450	Sol Spar x3, Sacred Branch x3	
Ariosto	0	STR +329 HP +350	Sol Spar x4, Sacred Branch x4, Otherworldly Core x1	Mythical Blueprints req.
	+1	STR +344 HP +400	Sol Spar x6, Sacred Branch x6, Otherworldly Core x1	
	+2	STR +359 HP +500	Sol Spar x8, Sacred Branch x8, Otherworldly Core x2	

Anemona

NAME	LV	STATS	MATERIALS	LOCATION
Amber Edge	+2	STR +98 DEF +4	---	Initial equipment
Ophidia	0	STR +112 DEF +2	Crimson Spar x1, Spirit Lumber x1, Ultradense Bone x4	Enhance from Man-Eaters
	+1	STR +122 DEF +3	Crimson Spar x2, Spirit Lumber x2	

	+2	STR +132 DEF +5	Crimson Spar x3, Spirit Lumber x3	
Eclipse	0	STR +148 DEF +3	Crimson Spar x4, Spirit Lumber x4, Drill Fang x2	Enhance from Ophidia
	+1	STR +159 DEF +4	Crimson Spar x6, Spirit Lumber x6	
	+2	STR +170 DEF +6	Crimson Spar x8, Spirit Lumber x8	
Draculea	0	STR +188 DEF +4	Mystic Lazulite x1, Soul Lumber x1, Drill Fang x4	Enhance from Eclipse
	+1	STR +200 DEF +5	Mystic Lazulite x2, Soul Lumber x2	
	+2	STR +212 DEF +7	Mystic Lazulite x3, Soul Lumber x3	
Basilica	0	STR +232 DEF +5	Mystic Lazulite x4, Soul Lumber x4, Relic Bone x2	Enhance from Draculea
	+1	STR +245 DEF +6	Mystic Lazulite x6, Soul Lumber x6	

	+2	STR +258 DEF +8	Mystic Lazulite x8, Soul Lumber x8	
Angrboda	0	STR +280 DEF +6	Sol Spar x1, Sacred Branch x1, Relic Bone x4	Enhance from Basilica
	+1	STR +294 DEF +7	Sol Spar x2, Sacred Branch x2	
	+2	STR +308 DEF +9	Sol Spar x3, Sacred Branch x3	
Persinette	0	STR +332 DEF +7	Sol Spar x4, Sacred Branch x4, Otherworldly Core x1	Mythical Blueprints req.
	+1	STR +347 DEF +8	Sol Spar x6, Sacred Branch x6, Otherworldly Core x1	
	+2	STR +362 DEF +10	Sol Spar x8, Sacred Branch x8, Otherworldly Core x2	

Yufa

NAME	LV	STATS	MATERIALS	LOCATION
Cross Hammer	+2	STR +150	---	Initial equipment

Executor	0	STR +172	Crimson Spar x4, Spirit Lumber x4, Drill Fang x2	Enhance from Cross Hammer
	+1	STR +183	Crimson Spar x6, Spirit Lumber x6	
	+2	STR +194	Crimson Spar x8, Spirit Lumber x8	
Barbarossa	0	STR +218	Mystic Lazulite x1, Soul Lumber x1, Drill Fang x4	Enhance from Executor
	+1	STR +230	Mystic Lazulite x2, Soul Lumber x2	
	+2	STR +242	Mystic Lazulite x3, Soul Lumber x3	
Lux Hammer	0	STR +268	Mystic Lazulite x4, Soul Lumber x4, Relic Bone x2	Enhance from Barbarossa
	+1	STR +281	Mystic Lazulite x6, Soul Lumber x6	
	+2	STR +294	Mystic Lazulite x8, Soul Lumber x8	
Mjolnir	0	STR +322	Sol Spar x1, Sacred Branch x1, Relic Bone x4	Enhance from Lux Hammer
	+1	STR +336	Sol Spar x2, Sacred Branch x2	
	+2	STR +350	Sol Spar x3, Sacred Branch x3	

Audumbla	0	STR +380	Sol Spar x4, Sacred Branch x4, Otherworldly Core x1	Mythical Blueprints req.
	+1	STR +395	Sol Spar x6, Sacred Branch x6, Otherworldly Core x1	
	+2	STR +410	Sol Spar x8, Sacred Branch x8, Otherworldly Core x2	

Jules

NAME	LV	STATS	MATERIALS	LOCATION
Cursed Rod	+2	STR +158 Crit Rate +6%	---	Initial equipment
Demonic Cane	0	STR +174 Crit Rate +3%	Mystic Lazulite x1, Soul Lumber x1, Drill Fang x4	Enhance from Eclipse
	+1	STR +186 Crit Rate +5%	Mystic Lazulite x2, Soul Lumber x2	
	+2	STR +198 Crit Rate +7%	Mystic Lazulite x3, Soul Lumber x3	
Holy Scepter	0	STR +216 Crit Rate +4%	Mystic Lazulite x4, Soul Lumber x4, Relic Bone x2	Enhance from Demonic Cane
	+1	STR +229 Crit Rate +6%	Mystic Lazulite x6, Soul Lumber x6	

	+2	STR +242 Crit Rate +8%	Mystic Lazulite x8, Soul Lumber x8	
Caduceus	0	STR +262 Crit Rate +5%	Sol Spar x1, Sacred Branch x1, Relic Bone x4	Enhance from Holy Scepter
	+1	STR +276 Crit Rate +7%	Sol Spar x2, Sacred Branch x2	
	+2	STR +290 Crit Rate +9%	Sol Spar x3, Sacred Branch x3	
Heidrun	0	STR +312 Crit Rate +6%	Sol Spar x4, Sacred Branch x4, Otherworldly Core x1	Mythical Blueprints req.
	+1	STR +327 Crit Rate +8%	Sol Spar x6, Sacred Branch x6, Otherworldly Core x1	
	+2	STR +342 Crit Rate +10%	Sol Spar x8, Sacred Branch x8, Otherworldly Core x2	

Super Boss Vakh Medios Guide

Welcome to the super boss of the game. This boss... is something else. I was a bit disappointed by the looks of it. Don't get me wrong, it looks completely amazing, but it looks exactly as another Lemure we've fought before, several times. Nevertheless, this boss will make you want to punch a hole through your screen several times because not only does it have a ton of HP, but it also has a ton of DEF, making this a very lengthy fight.

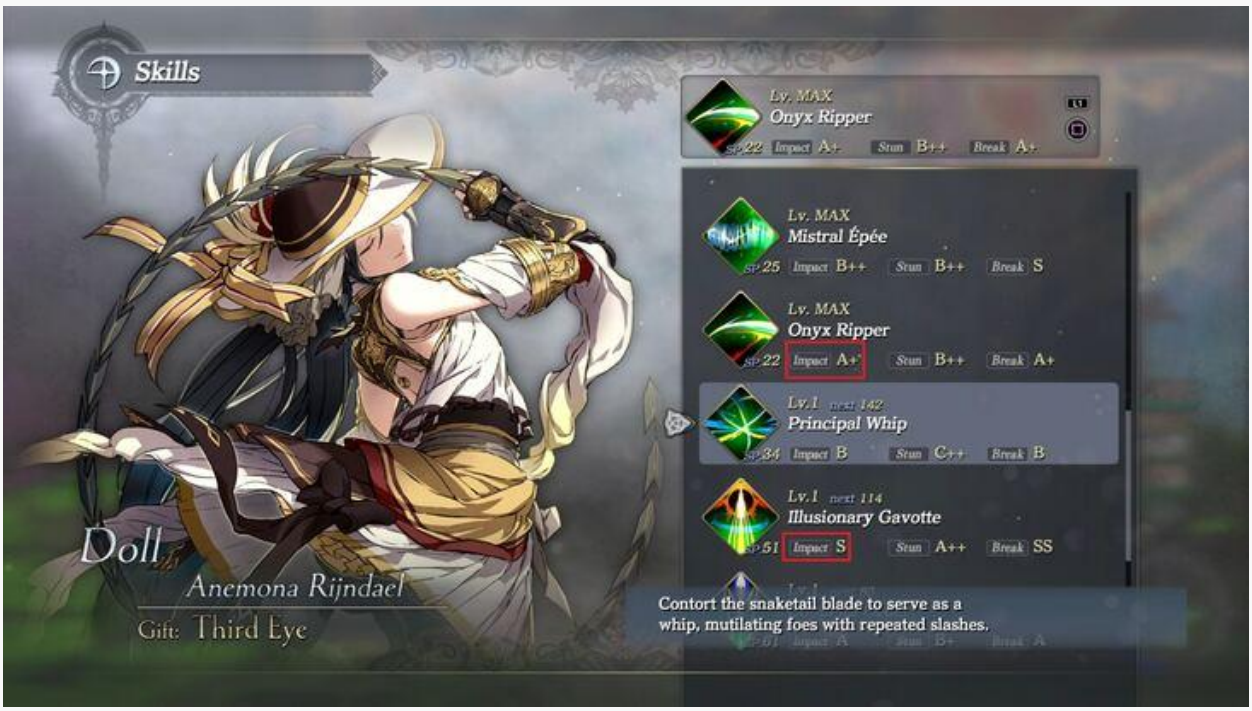
Anyways, to encounter this boss you'll need to complete all of the Grimwald Nox prior to this one (which you'll do eventually) and after completing the last one (which should be the one in Keening Highlands) a Miasma Vortex will appear right outside the Prison Gates in Prison Outskirts.

I highly recommend you come here after you go through the last dungeon so you can level up and get your legendary weapons and armor so you can withstand her attacks. She is lv.95 and can pack quite a punch. I did this fight at lv.72 and it took me like 30 minutes of straight up fighting.

Besides the legendary weapons and armor (which are completely optional), the **ONE** mandatory thing you have to bring to this fight (so you don't have to waste precious accessory slots) is meals. I never felt the need to use meals throughout the game since it's been an easier game than previous ones, but for this one I highly recommend you make **Asparagus Roulade** and **White Quiche**. The White Quiche is much better than the Asparagus Roulade since the Null Ailments effect lasts longer and is stronger. It also heals you for a whopping 2000 HP which is pretty great. You can only carry 9 of the same meal at a time so I went ahead and made 9 and 9 just to be sure (spoiler alert, you can probably do with 5 or 6, but it's never bad to make extra).

This boss can inflict pretty much any and all status ailment in the game and you can get them all at the same time and at the most severe case, making this battle impossible if you get hit by all that. Make sure to eat one of them anytime the food bonus timer runs out becase you don't want to catch any of the status ailments (especially Feeble and Curse). If by any chance you do get hit by status ailments pop a Panacea and you'll be ready to go. Do note that she can also summon minions that, despite them being very weak, can also inflict status ailments, especially curse. If you eat your food during the fight then you can ignore them. They'll die eventually with all the attacks you'll do.

For skills, focus on using skills that have high Impact. Breaking this boss is extremely difficult and not really worth even going that route. Her stun after you break her will last just a couple of seconds and, even though your attacks do a lot more damage, you'll do more damage over time with high impact skills. I was using Anemona throughout this fight and was using Onyx Ripper and changed to Illusionary Gavotte with S-Impact and I was doing more damage. Obviously you'll want to use the character you feel most comfortable with (a high level Krysha in this fight is great for high damage and her evade %).



Let's go over the boss' attacks. Let me start with this first, the boss has a couple "phases". These phases revolve around you dealing a certain amount of damage, the boss leaves the arena and instead you'll have to fight several high-ranking Lemures (like the cthulhu-looking ones and the mantis-looking Lemures). These are difficult on their own but you've already defeated them in the past. When she comes

back, however, she'll have a new attack and will use that attack regularly throughout the remaining of the fight. Let's go over the first attacks you'll have to deal with:

- **Bites**: she lunges forward with her mouth wide open and tries to chomp on you a couple of times. This attack does a TON of damage with each bite so try dodging to a side or double jumping and roll away to avoid as much of the attack as you can.
- **Explosion**: you'll see her eyes glow a little bit and then several fire orbs will be floating around the boss, exploding after a second or two. Stay as close to the boss as you can and if you want try double jumping to avoid as much of the attack.
- **Poison Squirm**: she starts squirming and releasing poison all over. It's funny because I cannot tell where are the hitboxes of this attack as it seems like everything is covered in purple, but I've found that staying near the the mouth is the best possible option.
- **Curse Yell**: she backs up a little bit and starts yelling, creating a blue/purple aura around her. She then shoots curse orbs upwards that rain down on you. Stick close to her and you'll be fine. The curse orbs summon smaller Lemures. These are extremely weak at lv.40 so they'll die in a hit, but they also like to inflict status ailments.
- **Feeble Puke**: she literally throws up on the floor, creating a disgusting green puddle all around her that can inflict Feeble, a really annoying status ailment that increases your SP consumption and boost gauge usage, and lowers your resistance to get the other status ailments. You can jump and air combo her, then perform your double jump and another combo. There are warp point around the arena if you need to get away. You want to **ABUSE** this attack since the puke is considered an attack, you can roll and guard to perform perfect dodges and guards, letting you put in tons of damage into the boss. And you can do this several times as well so do that.

These are the attacks she'll do as you start fighting her. As you can see most of them are focused on making your life miserable with status ailments, but, once again, this is the reason why I highly recommend you bring those food items so you don't have to worry about the status ailments.

For the second phase she gets one nasty attack. This one took me by surprise at the start and killed me immediately. Read about it below and be careful about it.

- **Heat-seeking Dark Orbs**: her eyes will glow even more than when she does her explosion attack, the six horns on her head will spread out and they'll all shoot a dark orb at you that homes in on you and does an INSANE amount of damage. This attack, if not avoided will kill you in an instant. As soon as you see those eyes glowing, ignore attacking and run away quickly. Run away as soon as you see those eyes and don't stop running. You will not get hit if you keep running so I highly recommend you do so. Note that these orbs also explode upon contact with the floor so don't stop until they're all gone.

- **Black Shout**: she'll shout and some black soundwaves will come out of her mouth. You can see this coming because she'll open her mouth and you can see air gathering in her mouth. Dodge to one of her sides and stay here. She turns really slowly and it's impossible for her to hit you (unless you roll into the attack).

As you can see the fight mostly remains the same except for these 2 new attacks. The Black Shout attack isn't really an attack you should worry too much about, but those heat-seaking orbs can really demolish your party in a couple of seconds so be extremely careful about that one.

For the last phase she'll get even more dangerous. Her attack Mad Rush is the one you'll want to take extra precaution of. This is a very wide attack that can hit several times and it's very unpredictable, while the other one you can see coming a mile away. She still have all of her previous attacks, which just makes her more annoying and deadly than before.

- **Mad Rush**: she'll go berserk, turn red and start moving around all over the arena. At the end of the attack she'll move upwards towards the air, aim at you and slam the ground where you are (or as close as she can get). It's very easy to get his by this attack over and over so I recommend you run away from her and let her do her thing until she's calmed down. After the last slam, however, several dark orbs will fly out of her and home in on you. These are fast so make sure to dodge them as best you can.
- **Dark Chomp**: her eyes will glow purple and everything will go dim. Afterwards she'll basically teleport to your location and try to bite you. I found that running away from her and in a diagonal helps not getting munched on, but if you are actually a master of dodging and blocking you can do either one right after she teleports.

And that's about it for the fight. She's actually a tough one (I should've waited until I got the ultimate weapons/armor haha), but you can do it even without them, you just have to come prepared and know what to expect.

After the fight you'll get one of the best accessories in the game, the **Crown of Dawning**. This thing grants you all 3 damage types ( ) and it even gives you 6% HP Absorb, making you basically unkillable. Pair this with something like the Holy Sword's Tilt and you'll be set for a Nightmare Run if you're doing that. We cannot forget about the trophy can we?

Banisher of Dawn: Defeat the ultimate Lemurs, Vakh Medios.

Trophy Guide

Need help with a particular Ys IX: Monstrum Nox Trophy!? Don't worry, we got you covered!

This page is dedicated to all the trophies in the game. Note that I'm not adding those you get for completing each chapter, which are the ones at the very bottom of the trophy list. You'll 1000% get these as you play.

With that said, here are the game's trophy list. We go over them a bit on how to get them as well. For a MUCH easier way to find your Trophy, hit CTRL + F on your keyboard and type the Trophy name you're looking for and it'll take you to it.

Just like most other PlayStation games, this also has a Platinum Trophy.

King of the Monstrums

All Trophies Obtained.

- How to obtain: Simply collect all the other trophies in the game! Simple, right!?

Cartographer

Complete the map of Balduq

- How to obtain: This sounds like a difficult trophy as you need to 100% fill in the map, all the maps, including dungeons. By pressing you can check the detailed map with your percentage and how much you're missing. During Chapter 6's dungeon you'll find a sacramental that'll help you fill in the map much easier. You can also go back whenever you want and fill in any spots you may have missed. Make sure to go to every nook and cranny to get this done.

Seeker of Fortune

Attain 100% of all Treasure Chests

- How to obtain: We obtained all 300+ of them throughout the walkthrough, without skipping one so make sure to follow it!

Good Samaritan

Attain 100% of all quests

- How to obtain: Complete every single quest and sidequest available in the game. All of them are listed in the main walkthrough at the time they appear, but they're also in their own pages.

Debonair Socialite

Attain 100% of all "People" entries in your Journal.

- How to obtain: If you're going for the other trophies you'll eventually get this one as well. Completing sidequests and completing main story quests will update people's profiles in your Journal. The very last one you get at the end of the game, and I mean a couple steps before the end credits so if you're missing one and you're at the end of the game, it's that one.

Monster Zoologist

Attain 100% of all "Monsters" entries in your Journal.

- How to obtain: You'll need to kill at least 1 of every enemy in the game, counting bosses and the optional super boss. Do note that you **HAVE** to kill the Lords of the Night that appear during the Grimwald Nox's Purge sessions. Do not destroy the Lacrimae and instead kill the boss. Also note that the Lemures are divided by chapter and even though you killed them in a previous chapter you still have to kill them and get their entry in the next chapter.

Material Girl

Attain 100% of all Materials entries in your Journal

- How to obtain: Something you can easily do by hitting Harvesting Points as you play through the game and kill enemies. If you were to need them you can always buy them from Morbihan in the Dandelion (after chapter 4).

I Would Walk 300 Krimelye

Travel a total distance of 300 Krimelye

- How to obtain: Super easy. You'll get this one eventually.

Ambassador of the Dandelion

Attain 100% of Affinity with all characters.

- How to obtain: You can get this by purchasing gifts from the shops in Balduq and giving them to the characters in the Dandelion. Doing this will increase their affinity to lv.2. For lv.3 you'll have to wait and do sidequests near the end of the game to trigger their max affinity scene so make sure to do those sidequests as they're important, especially the last ones!

Hermetic Bastion

Attain 100% of Ritual Relics enhanced.

- How to obtain: Basically fully enhance the Relics by talking to Dogi. You can save before you do so so you don't waste all your materials.

Fields of Blue

Attain 100% of Azure Petals found

- How to obtain: These are a pain to find because they're not marked on the map. You can use Anemona's Third Eye to spot them easier, but I have a page for each district dedicated to these over in the Table of Contents.

Art Critic

Attain 100% of graffiti discovered

- How to obtain: You can find these scattered throughout the city and you are marked with a small blue !. Very easy to find them all.

Intrepid Tourist

Attain 100% of landmarks

- How to obtain: We cover this throughout the main walkthrough. They are marked with a in most of the dungeon and open areas. They are impossible to miss to be honest.

Shopaholic

Attain 100% of Shops discovered

- How to obtain: This is basically talking to each shop owner at least once. They don't disappear so you can do this whenever. Do note that the last shop appears in chapter 8 so you won't be able to get the trophy before then.

Twilight Guardian

Have obtained a total of 2000 NOX points

- How to obtain: These are overall points. Many of these points you'll get from completing sidequests, but you're still needed to fight several Lemures in order to get rid of all Miasma Vortices in the game so you'll eventually get this one.

Errant Millionaire

Have 1,000,000 Gold in possession

- How to obtain: You need to have 1,000,000 gold on your. You can find more information about this HERE (fifth paragraph).

Haute Cuisine

Unlock all 13 recipes at the Dandelion

- How to obtain: We got all 13 of these in the main walkthrough, but most of them you can buy them from shops or you get them in sidequests.

Virtuoso

Reach max level with all skills

- How to obtain: Just what it says, you need to MAX all skill with all characters. Each character has 10 skills so it'll take a while. I recommend to spam your skills over and over and use the Warrior accessory to increase the amount of XP you get per use.

Dressed to Kill

Forge an Ultimate Armor

- How to obtain: During the last dungeon you'll come across the schematics to forge legendary weapons and armor (in Balduq Fortress - Abyss's Fool's Jail). Once you get them return to Tito and forge it.

Golden Anvil

Forge Ultimate Weapons for all 6 Monstrums

- How to obtain: Read the above trophy. You need to have all 6 weapons at the same time to have this trophy pop.

Apex Predator

Reach lv.99 with any character

- How to obtain: Although it's better to do this during your second playthrough, I personally kept all my Tempest Elixir I got throughout the game (18) and at the end of the game my Anemona was lv.81. I used all the Tempest Elixir to get her to lv.99. That's an easy way to get to lv.99. If you used them, this is extremely easy to do in New Game +.

Culling the Herd

Defeat 2000 Monsters

- How to obtain: You'll get this throughout the game.

Lemures Exterminator

Defeat 1000 Lemures

- How to obtain: I don't know if you kill this many throughout the game, but make sure to keep on killing these guys.

Heartbreak

Inflict Break 1000 times

- How to obtain: Use any of the 3 damage types ( ) and attack the enemies' weakness to break them. Do this 1000 times.

Impervious

Use Flash Guard 100 times

- How to obtain: This is basically a perfect guard. Do this 100 times.

Untouchable

Use Flash Move 100 times

- How to obtain: This is a perfect dodge. Do this 100 times.

Overdrive

Use Boost Mode 100 times

- How to obtain: You enter Boost Mode by pressing L1 and R1. Do this 100 times.

Showstopper

Use Extra Skills 100 times.

- How to obtain: Press L1 and R1 while in boost mode. Do this 100 times.

Zenith of the Grimwald

Achieve an S in a Grimwald Nox

- How to obtain: Complete a Grimwald Nox by having a really high score. This is to keep your Sphene safe and not taking damage, kill the Lemures really fast and not take much damage.

Conqueror of the Nox

Clear all Grimwald Nox

- How to obtain: Simply clear all Grimwald Nox regardless of rank.

Vanquisher of the Nox

Achieve an S on all Grimwald Nox

- How to obtain: This is easier done than said. It's very easy to get S on all Grimwald Nox. A REALLY big help is to increase the affinity of your Dandelion crew and increase the level of the relics used throughout the sieges/purges.

Crimson King, the Radiant

Explore Balduq with the Crimson King as leader

- How to obtain: Play with Adol enough hours until you get this trophy.

White Cat, the Nimble

Explore Balduq with the White Cat as leader

- How to obtain: Play with Krysha enough hours until you get this trophy.

Hawk, the Peerless

Explore Balduq with the Hawk as leader

- How to obtain: Play with Credo enough hours until you get this trophy.

Doll, the Resplendent

Explore Balduq with the Doll as leader

- How to obtain: Play with Anemona enough hours until you get this trophy.

Raging Bull, the Unyielding

Explore Balduq with the Raging Bull as leader

- How to obtain: Play with Yufa enough hours until you get this trophy.

Renegade, the Cunning

Explore Balduq with the Renegade as leader

- How to obtain: Play with Jules enough hours until you get this trophy.

Greased Lightning

In Time Attack, defeat the boss in 30 seconds or less

- How to obtain: Time Attack is available after you finish the game at least once. The easiest boss is obviously the first one so go full ham on him and you'll get it. Spam your skills for an easier time.

Fleeting Mirage

In Time Attack, defeat the boss without taking damage

- How to obtain: Time Attack is available after you finish the game at least once. Just like the previous trophy, the first boss is the easiest with no real need to worry about its attacks.

Paragon

Complete Boss Rush

- How to obtain: Boss Rush is available after you finish the game at least once. Simply complete it to get the trophy.

Indomitable Champion

Complete Boss Rush without retrying

- How to obtain: Boss Rush is available after you finish the game at least once. You need to finish the entire boss rush without retrying once.

Nightmare Survivor

Clear the game on Nightmare difficulty or above

- How to obtain: Just like it says, complete the game on Nightmare or above. Easier done in New Game

Banisher of Dawn

Defeat the ultimate Lemures, Vakh Medios (no Time Attack)

Skills and Grimoire Locations

Adol Christin/Crimson King

Skills

	Name	SP	Power	Stun	Break	
	Rising Slash ライズスラッシュ	24	C+	C+	C+	
	Flare Shot フレアショット	30	C+	C	C+	
	Swift Raid クイックレイド	17	C+	C	C+	
	Demonic Pierce デモンズピアス	18	C++	C+	C++	
	Void Blast ヴォイドブラスト	41	B+	C++	B+	
	Prisoner's Grasp プリズナーハンズ	48	B	C	B	
	Abyssal Blade アビスブレイド	45	B	C++	S	
	Calamity Combo カラミティコンボ	50	B+	B	B+	Calamity Grimoire from a chest in A Quarry Ruin (Chapter 7)
	Vermilion Scythe ヴァーミリオンサイズ	81	A+	B++	A+	
	Cardinal Blast カーディナルブラスト	60	S	B	A++	Blast Grimoire final reward for finding all the Location Points

Calamity Grimoire, Quarry Ruins treasure chest; location shown in the image below

Krysha Pendleton/White Cat

Skills

	Name	SP	Power	Stun	Break	
	Cat Flip キティソルト	16	C++	C	C++	
	Claw Snatch スナッチクロー	15	C+	C+	C+	
	Felicity Tail プレシャーテイル	12	C+	S	C	
	Rapid Slide ラピッドスライド	18	C+	C	C+	Swift Grimoire from Graffiti Discovery rewards (Vallin)
	Shooting Star シューティングスター	42	B	B+	A+	Star Grimoire from a chest in Underdrain Cloaca-Maxima
	Heavenly Steps ヘヴンリーステップ	40	B++	S	B+	
	Stray Cat ストレイキャット	45	B+	A+	B	
	Wild Scratch ワイルドスクラッチ	48	B	B++	S	
	Cerberian Burst ケルベリアンバースト	68	S	S	S	
	Regulus Impact レグルスインパクト	78	A	A+	A	

Star Grimoire, Cloaca Maxima treasure chest; location shown in the image belo

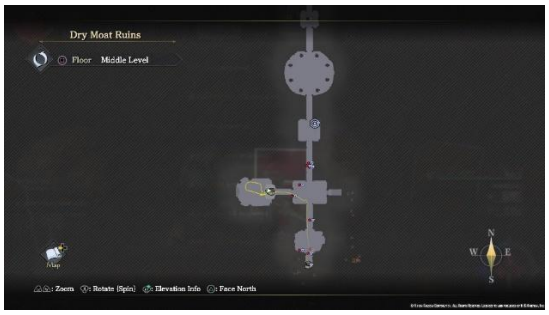
Credo Aibinger/Hawk

Skills

	Name	SP	Power	Stun	Break	
	Aerial Sting エアスティング	24	C+	C	C+	
	Fractus Knives スカッドナイブス	28	C+	C	B	
	Raptor Raid ラプターレイド	17	C++	C++	C++	
	Gale Thrust ゲイルスラスト	32	C++	C+	C++	Thrust Grimoire from a chest inside Main Square - Chained Road (hidden area in the south by the watchtower, requires Valkyrie Hammer)
	Guilty Blow ギルティブロウ	60	B+	B	B+	
	Spiral Gust スパイラルガスト	52	B	C	B	
	Carnage Lancer カルネージランサー	44	B++	A++	S	
	Rebellion Crow リベリオンクロウ	45	B	B	B	Rebel Grimoire from a chest in Moat Ruins
	Deadly Rush デッドリーラッシュ	78	S	B++	S	
	Tempest Rain テンプストレイン	95	S	C++	S	

Thrust Grimoire, Blocked Path, secret area treasure chest; location shown in the image below

Rebel Grimoire, Dry Moats treasure chest; location shown in the image below



Anemona Rijndael/Doll

Skills

	Name	SP	Power	Stun	Break	
	Crescendo クレッシェンド	25	C+	C+	C+	
	Foxtrot Blade 円舞刃	30	C+	C+	C+	
	Marionette String マリオネトライン	28	C+	C+	C+	
	Spinning Heel スピニングヒール	24	C++	C++	C++	
	Calvary Waltz カルバリーワルツ	55	B+	C++	B+	
	Mistral Épée ミストラルエペ	50	B++	B++	S	Black Book "Vortex" found in a chest in A Concealed Path.
	Onyx Ripper オニクスリッパー	44	A+	B++	A+	Black Book "Reap", chapter 7 buy from Bookstore Edouard (Central District)
	Principal Whip プリンシパルビュート	52	B	C++	B	
	Coppélia Order コッペリオンオーダー	92	A	B+	A	

Vortex Grimoire, Concealed Path treasure chest; location shown in the image below

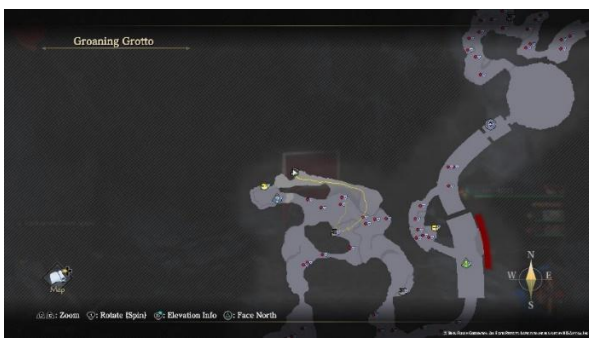
Yufa Gamberg/Raging Bull

Skills

	Name	SP	Power	Stun	Break	
	Rumble Horn ランブルホーン	20	C+	C	C+	
	Bellow ハウリング	16	C	C+	C	
	Stampede スタンピード	17	C+	C++	C+	
	Sledge Wave スレッジウェイブ	23	C++	C+	C++	Bash Grimoire from Cultural Sanctuary - Vacant Ritual Room (hidden area that requires Shadow Dive)
	Dread Breaker ドレッドブレイカー	50	A	B	SSS	
	Grand Slam グランドスラム	48	B	A++	B	Strength Grimoire from a chest inside Groaning Grotto (east of the Location Point)
	Titan Drive ティタンドライバー	42	B+	B	B+	
	Brave Hurricane ブレイブハリケーン	38	A	S	S	
	Buffalo Dash バッファローダッシュ	90	S	SS	S	
	Maximum Raid マキシマムレイド	72	S	A++	S	

Ritual Room secret area treasure chest; must have Shadow Dive Gift; location just outside of it shown in the image below

Sturdy Grimoire, Groaning Grotto treasure chest; location shown in the image below



Jules Noah/Renegade

Skills

	Name	SP	Power	Stun	Break	
	Hermitic Hand 隠者の手	25	C++	C+	C++	
	Dusk Drop ダスクドロップ	30	B	C++	B	Black Book "Darkness" from a chest in Abomination Forest (chapter 8)
	Acid Ray アシッドレイ	35	C++	C+	B+	
	Phantom Balletto ファントムバレット	34	C++	C+	C++	
	Dark Inferno ダークインフェルノ	50	B++	B	B++	
	Belial Cannon ベリアルカノン	60	A+	B	A+	
	Malefic Judgment 裁きの凶星	52	C++	C	C++	Wicked Grimoire found in Emain Macha (Chapter 6)
	Orbital Souls オービタルソウル	54	S	A+	S	
	Necros Ram ネクロスゴート	80	A++	B+	A++	
	Demonic Whisper	100	S	B+	S	

Dark Grimoire, Woodlands of Woe treasure chest; location shown in the image below

Wicked Grimoire, Emain Macha treasure chest; location shown in the image below

Recipe List

Talking to NPC/shops	
Baked Potato	Chapter 3, Shantytown - Bar Benoit
Roulade	Chapter 5, Central District - Perry (north of Maxim's Exchange)
Potage	Chapter 5, Prison Outskirts - old man (northeast corner)
Gratin	Chapter 6, Entertainment District - Brasserie Jessica
Mushroom	Chapter 7, Noble District, talk to Parme inside the Noah Residence
Platter	Finale, talk to Jeanette in Main Gate area
From chests and rewards	
Bouillabaisse	Chapter 4 Quest [One in a Bouillon] reward
Smoothie	Morbihan, feed him 4 food materials (find him in Busy Street using Third Eye)
Compote	Hand over 40 Azure Flower Petals to Margaret in Central District
Apple Pie	Hand over 110 Azure Flower Petals to Margaret in Central District
Quiche	Ciel Canyon Trail (unlocks in Chapter 8)

Food Dishes

Recipe	Dish	Effect
-	Flaky Baguette	Heals 400 HP, Break Rate Up
Baked Potato	Baked Potato	Heals 500 HP, EXP Gained Up
Compote	Apple Compote	Heals 600 HP, Infinite SP Up
Bouillabaisse	Bouillabaisse	Heals 300 HP, STR/DEF Up
Roulade	Asparagus Roulade	Heals 350 HP, Null Ailments Up
Potage	Mushroom Potage	Heals 700 HP, HP Regen Up
Galette	Hearty Galette	Heals 1800 HP, Break Rate Up (more)
Gratin	Cheese Gratin	Heals 1500 HP, EXP Gained Up (more)
Apple Pie	Apple Pie	Heals 2200 HP, Infinite SP Up (more)
Mushroom	Stuffed Mushrooms	Heals 2100 HP, HP Regen Up (more)
Quiche	White Quiche	Heals 2000 HP, Null Ailments Up (more)
Platter	Victory Day Platter	Heals 2500 HP, STR/DEF Up (more)
Refreshing Smoothie	Smoothie	Heals 100 HP, Resets Meal Effect

Sister Mel (Balduq Cathedral) Food Dish Rewards

1. Heal Potion (after 3 dishes)
2. Tempest Elixir (after 6 dishes)
3. Tellurian Talisman [protects against all ailments, STR and DEF +15] (after 9 dishes)
4. Life Formula [give to Saradhi, you can synthesize Life Elixirs) (after 12 dishes)
5. Jewel Rubric [give to Tito, makes "Aesir's Jewel" extending the Monstrum Gift gauge]

Ys
Monstrum Nox
IX